

Dedicated in loving memory, Paul Kraaijvanger Sr.

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A sliver of moon broke through the grey clouds as Christof reached the top of the hill. The night wind cut through his battered armour, chilling his overheated body. His limbs ached as they never had before and cried out for rest. But he had not prayed all day and would not let his body collapse until he had done so.

The Crusaders of the Order of the Swordbrethren had been on a forced march since dawn, chasing the faster, lighter-armoured barbarians. Sir Cuthbert had reluctantly allowed them to stop only when nightfall made further travel impossible.

After pitching their tents, the Crusaders gratefully collapsed onto their straw mats. But Christof did not. He had a need greater than sleep. Friar Bertrand's energetic orations against the barbarians were stirring, but his perfunctory prayers gave little consolation to the eighteen-year-old Crusader. The Saviour had decreed that Christians pray alone, in their private chambers, and Christof had diligently followed that stricture every day since childhood. But there were no private chambers in the wastelands of Moravia, so the desolate, windswept hilltop would have to suffice.

Christof paused at the peak of the hill and looked down. From his perch he could see the entire Crusader camp etched in cold moonlight. A dozen watch-fires glowed reassuringly around the perimeter, warding off the terrors of the night. Most of the Crusaders slumbered, bone-weary from the day's forced march. Even some of the watch dozed fitfully at their posts. All was quiet, except for a few unarmoured serfs who scurried about the camp, hauling sacks of grain, digging a shallow cesspit and preparing for the morning meal.

For the first time that day, Christof felt safe. He pulled off his heavy, battered helmet and let it clatter to the ground. The cold night air lashed his long, brown hair, which was matted and dripping wet. He rubbed his eyes with a mailed fist, wiping away rust and sweat mingled with the grit of the road. His armour was battered and in need of repair. The white cloth over his mail hauberk was torn in many places and streaked with dull, brown dried blood. But the crimson cross across the chest was still as bright and proud as the day he first wore it. His limbs ached from weeks of marching. But Christof was not ready to rest.



He drew his broadsword from its scabbard, plunged the tip into the crust of the dry earth and knelt before it. He pressed his feverish brow into the handle, closed his eyes and prayed quietly.

"Our Father who art in Heaven...."

But his mind did not stay on the prayer. The tension that had coiled around his warrior's spine slowly melted away. And as the tension ebbed, a flood of memories rose up, unbidden. And unwelcome.

In his sixteen years, Christof had never struck a blow in anger. In the little French village of St. Claire, he had raced against, wrestled and mock-duelled every lad and able-boded man. He won most of his bouts and always emerged unscathed, as if protected from on high. Until the day a wild boar had thundered across the village green.

The boar charged the villagers, who scattered before it like geese, jabbering in terror as the boar snorted and slashed. Two watchmen panicked and fled, dropping their hatchets as they ran past slower-moving villagers. Christof easily outran the massive pig, but a scream more piercing than all the others cut through him like a razor. He turned and saw that the boar had trampled a small child, who lay crying on the green. A white-hot fury ignited in Christof's chest. He stopped, and held his ground as the slower villagers ran past him. In a moment, the village green was empty except for the child, the boar and Christof.

The massive pig wheeled to survey the damage it had done. It snorted with satisfaction and lowered its yellowed tusks to charge the screaming child again. Then it noticed Christof, now very alone on the green. It charged in Christof's direction, testing the lone, impudent creature who did not fly from his wrath. Christof quickly stepped sideways, toward a hut, narrowly evading the creature. The boar sped past him and hurtled back around the green. Satisfied that Christof no longer defied him, the boar returned his attention to the squalling child.



Christof grabbed a sharpened tent pole from the hut and approached the child. The boar snorted with rage, stomped the grass and charged Christof, determined to punish this act of defiance. Christof crouched low, planted the butt end of the spike in the ground and braced against it. He faced the beast and lowered the toward its onrushing jaws.

The spike snapped like dry kindling as the boar toppled Christof and gored his right shoulder. The beast snarled a blast of hot, foul breath in frustration as it realised that it had charged, open-mouthed, right into the tent spike. It stomped its hooves and ripped at Christof's chest, tusks inches from Christof's face. But the spike had torn though the boar's gaping mouth and shattered its neck bone. Its monstrous head glowered with impotent, disbelieving rage as the light slowly faded from its eyes.

The villagers poured into the green, cheering. They hauled the monster off the gasping and bleeding Christof. The village elders held a week-long festival in Christof's honour, and for those seven days, he was great as King David. "Christof, God hath given thee a great gift of courage," the elders said. "Thou art meant for greater glory than life as a freeman baker or cobbler! Perhaps thou shalt become the youngest village elder." The vainglory felt sweet but also embarrassed him. The lasses adored him and lavished him with honeyed praise. "Christof, thou art the bravest man in Christendom! Blessed is she thou takes to wife!" The lads also admired him. "Christof, thou should'st fight for the glory of God! Go thou! Go far from St. Claire! Join the Crusade, and bring fame to our village!" But Christof barely heard any of them. All he could see was the massive, oppressive face of the beast inches from his face. Angry. Hateful. Fire in its dead eyes.

Christof shook his head to dispel the memory and focused again on his prayer. He was anxious to finish and eager to sleep. He

continued quietly, “Forgive us our trespasses, as we forgive those who trespass against us....”

In his seventeen years, Christof had never killed a man. The hot sun beat down on him and a roaring filled his ears, drowning out the angry clash of steel on steel. Sparks flew before his eyes, and his head spun around as the barbarian's axe struck his helmet from the right.

Christof was certain he was dead. He prayed that the Lord would find his soul in the midst of the battlefield wasteland and blindly gave his sword one final thrust. The pommel rattled painfully in his hand as his blade bit deeply into flesh and struck hard bone. The barbarian collapsed like a straw man at a harvest festival and lay still.

The ringing in Christof's ears subsided, and his vision slowly cleared. He tugged at his sword, which had pierced the barbarian's heart. But the weapon did not budge. It was caught on the barbarian's ribs, and would not dislodge. Christof gripped the hilt with both hands and yanked furiously. The barbarian's corpse vaulted upwards, as if rising from the dead. The shattered chest bones groaned like the hinges of Hell and snapped open as the sword burst free. The broken body crashed back to the earth, shuddered and lay still. But one hand stuck straight up, as though begging Christof for absolution.



Christof stared down into the dead man's hollow eyes. The piercing black pupils stared back with the same accusing, disbelieving look as the boar. Christof looked away but knew the sight would never leave him for all his days.

Again Christof tried to shake off the memory and focused on his prayer. But he felt ill at ease, and the prayer brought him no comfort. “Lead us not into temptation, but deliver us from-”

His attention drifted from the prayer but not to another memory. He opened his eyes and peered down the hill to the troops slumbering below. The camp was quiet, except for a few serfs finishing their chores. Though they carried heavy packs that weighed as much as a Crusader's arms and armour, they were expected to labour while the troops slept. All seemed well.

Christof was closing his eyes again when he realised that a guard outside Sir Cuthbert's tent was swaying drunkenly at his post. Christof opened his eyes and watched as a small serf in a hood and tunic whispered into the ear of the tall guard. The guard fell backward, nearly toppling into Sir Cuthbert's tent. But the short serf effortlessly pulled the large man away from the tent and quietly lowered his body to the ground. Then the serf darted toward the guard at the opening of Sir Cuthbert's tent.

Christof pulled the sword from the ground as he leapt to his feet. He tried to cry out but no sound emerged from his mouth. He charged down the hill as the small serf gently lowered the second guard to the ground. Weary Crusaders glowered at Christof as he stormed past them. Only when the serf disappeared inside Sir Cuthbert's tent did Christof finally find his voice.

“Alarum! Alarum!” he shouted breathlessly, bursting into the tent. The serf was already crouching over Sir Cuthbert, who lay atop his straw palette, dead to the world. Christof sword flashed in the torchlight and crashed down on the serf's head, where it bit deeply, with a satisfying crunch. The skull caved in, and a chunk of bone and gristle flew across the tent. But the serf did not fall. Instead he turned and glowered at Christof with eyes that were black pools of hate. Christof froze. For a moment, all was still in the tent as the serf locked eyes on him. Dead eyes. Full of hate.

Then the serf snarled and clawed at Christof with long, cracked fingernails encrusted with filth. Christof dimly noticed his sword bouncing silently off the hard earth at his feet, and his right arm suddenly felt cold and faraway. The serf paused to wipe his eyes clean of the blood that flowed freely from the gaping head wound Christof had delivered. The serf crinkled his ashen face into a wicked leer. His thin dry lips peeled back to reveal long, glistening yellow teeth. The yellowed fangs flashed in the torchlight as he silently lunged toward Christof's unarmoured head.

The stillness abruptly shattered with a roar, as shouting men in clanking mail burst into the tent. The serf unlocked his grasp on Christof's arm and pushed him toward the charging Crusaders. Christof stumbled backward, blocking their path. The serf howled a hideous, high-pitched snarl and turned, shredding the back of the tent with a sweep of his razor-sharp talons. He bounded through the hole and ran, toppling a Crusader who stood in his path.

Christof found he could suddenly move again and charged after the serf. He ran headlong through the dark, past groggy troops rising from their deep and troubled sleep. An uproar swept through the camp. Finally, Christof slowed. He peered into the darkness but to no avail. The creature had vanished into the chill of the night.

Fear replaced exhaustion in the hearts of the Swordbrethren and banished all hope of sleep as word of the blood-mad devil raced from man to man. Two of Sir Cuthbert's officers found the shivering Christof and led him back to Sir Cuthbert's tattered tent, which flapped in the night wind despite the efforts of several serfs to mend it. The tent was now ringed with a barrier of Cuthbert's retainers, who muttered angrily to one another, debating the most fitting punishment for the serf, once they caught him. Sir Cuthbert's steward parted them and beckoned for Christof to enter. The retainers stepped aside to admit Cuthbert's officers, but they scowled suspiciously at Christof, who appeared indistinguishable from any other young, front-line soldier.

Inside the tent, the white-haired company empiric was examining a pale Sir Cuthbert, who looked weary, but solid as granite. At length, the old man gruffly announced, “'Tis the will of God that Sir Cuthbert be delivered from the devil's grasp! He is whole.”

The officers roared with relief and toasted his health. But an impatient Sir Cuthbert pushed past them and strode out of the tent. Outside, the anxious troops erupted in cheers. With an abrupt wave of his hand, Sir Cuthbert cut them off, and the camp fell silent. Sir Cuthbert surveyed his men for a long moment before speaking.

"Saved," he hoarsely bellowed, "by the grace of God!" The troops cheered again, louder.

Christof tried to follow Sir Cuthbert out of the tent, but the empiric blocked his path. The old man peeled back the blood-soaked mail from Christof's right forearm and gripped his bicep to stanch the blood flow. He forced Christof to sit on a barrel.

"The demon unleashed a torrent of blood from thy arm," the old man scolded, pouring wine over the jagged claw marks. "Thy very life leaks out upon the uncaring soil!" He gently rinsed grit from the wound and wrapped it tightly in fresh linen. "Disturb not this dressing," he said sternly. When he finished, the empiric retrieved Christof's broadsword from the ground. The old man scowled as he handed Christof the weapon, saying, "When next thou are inclined to chase the spawn of Hell... pray remember to bring thy sword!" And just for a moment, Christof thought he saw a hint of smile on the sour face of the old man who had witnessed so much suffering and death.

Outside the tent, Friar Bertrand intoned, "In the name of our Lord and God Jesus Christ, for His glory and for the exaltation of His holy faith. Amen. The barbarian dogs felt the sting of God's wrath in our swords, and they fear us. They flee our wrath like coward's! They cannot win by honest force of arms, so they have sent a devil to our camp to slay your lord and master, Sir Cuthbert. But the Lord was with us this day and drove the devil from the sight of righteous men!"

The Crusaders cheered again, louder. As Friar Bertrand continued his litany, Sir Cuthbert stepped back into the tent. He approached his steward and said, "Give the men an extra tot of brandy tonight, or they will never rest."

"But is that wise?" the steward asked. "We must rise before dawn! If we should delay further, that barbarian hoard shall surely-"

"We've lost those jackals," Sir Cuthbert snapped. "We could wander these hills for weeks and not find their trail. The filthy barbarians wear armour of fur so that they may run like deer and hide like mice. But it will protect them no more than it did the beast they skinned!" He paused and composed himself. "No. Let the men sleep past sunrise. We've pushed them hard enough for one week."

"Whither do we go after sunrise?" the steward asked.

"To the barbarian supply camp! We shall seek for it here in these Moravian hills. It was doubtless the hoards destination. And we are close, by God, or their demon master would never have risked entering our camp, even by night!"

"Yes, my lord!" the steward replied. "But they will continue to seek thy murder!"

"Aye. My retinue will protect me, if God wills it. Now fetch the men their brandy. Tomorrow we scout these hills. I want the men full of vigour when we find the barbarian camp."

"It shall be so," the steward nodded, turning to leave.

Sir Cuthbert glanced at Christof.

"Who is this boy?" he snapped at the steward.

"The very one who smote the demon and drove him from this tent!"

Cuthbert studied Christof a moment and then motioned him to approach. Christof stepped forward, trying to conceal the trembling in his knees. He had never been this close to the great Crusader before. Christof fumbled as he clumsily sheathed his sword and knelt.



"What is your name, boy?" asked Sir Cuthbert.

"Christof Romuald, of St. Claire."

"Thou art a brave lad, and true, Christof Romuald of St. Claire. Dost thou love God?"

"Aye, my liege."

"Seek ye salvation of thy sinner's soul?"

"With all my heart, my liege."

"Art thou prepared to die for the Kingdom of God?"

"Aye, my liege."

"No longer shall thou fight upon the line. Thou shalt join my retinue and smite all who would kill me."

Christof felt light-headed. Almost giddy. "I obey, my liege," he said, breathlessly.

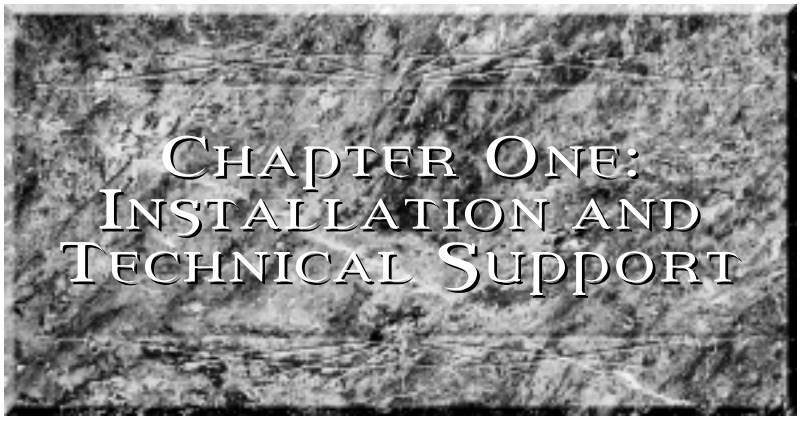
"Thou hast cleft the devil's skull in twain and lived to boast of it."

Christof nodded slowly.

"God has smiled upon thee. He spared thee from certain death because He has conceived a higher purpose for thee. Therefore, fear not in battle, but give the devil his due, for thou art blessed!"

"Aye." Chirstof replied, though he was far from reassured.

Christof slept deeply that night, dragged under by weariness and wine. For the first time, the hateful, hollow eyes of the dead boar and the dead barbarian no longer haunted him. Instead, all he could see were the hateful, living eyes of a dead man.



Installing Vampire: The Masquerade Redemption

Please make sure your computer system is 100% Windows 95/98 compatible. Vampire is not compatible with Windows 3.1 or other operating systems.

Note: For Vampire to operate the best, it requires that your system have the latest DirectX 7.0 or higher compatible drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use. If you have any problems running the program, older sound or video drivers are the most likely cause.

If you need help to obtain the latest sound and video drivers, check out our Technical Help file accessible from the Start menu or the Vampire title screen. Just insert the Install CD into your CD-ROM drive, and once the splash screen appears, simply press the More button and then the Help button. We have supplied a list of major computer hardware companies and their telephone numbers to help you with most problems. You can find them listed under Vendor List. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

How to Install

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel). Verify that you have 1,300 MB (plus 80 MB for Windows swap file) of free hard drive space for a full install or 720MB (plus 80MB for Windows swap file) for a minimum install.

2. Insert Vampire CD#1, the Install CD, into your CD-ROM drive. If you have Autoplay enabled, the title screen will display shortly after inserting the Vampire CD into your CD-ROM drive. If Autoplay is not enabled, simply double click on My Computer, and then double click on your CD Rom Drive to launch the game installer. On the title screen, click the Install button to begin the installation process, and then follow the on-screen instructions.

After Vampire setup is complete, your computer will install the Microsoft DirectX 7.0 or higher drivers if you do not already have them. When DirectX 7.0 or higher installation is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 7.0 or higher, see the Technical Help file.

Now you can run Vampire by choosing Programs/Vampire The Masquerade Redemption/Play Vampire (CD 2 required). Please note, that the game will require that you have the Play CD in your CD Rom Drive at all times in order to play the game.

IMPORTANT: Your copy of the game came with a CD-key, which should be located on the jewel case. When you first launch the game, it will request this key. Please enter the key exactly as it appears on the jewel case. Keep your copy of the CD-key safe and private in case you need to reinstall the game at a later point. Your CD Key is unique, and you should safeguard it because without this key, you will not be able to play the game.

Chapter Two: How to Play Vampire

The following chapter explains the basic information needed to play *Vampire: The Masquerade Redemption®*. In *V:TM Redemption*, you will take on the role of Christof Romuald as he makes his journey from the world of mortals to the world of the undead. Travelling through four different cities across the span of time, you will venture into the dark underbelly of the world in your undying quest for love. Choices will be made that will affect your future, and you must learn to temper your unending thirst for blood brought on by the Beast raging inside you. You will encounter all of this as you journey into the world of *Vampire: The Masquerade Redemption*.

Game Controls

In this section, you will learn the various controls and commands used to play *V:TM Redemption*. To interact with anything in the game, position your mouse cursor over the desired object, which will highlight to show that it is being targeted, and then press one of the mouse buttons to trigger a command.

When you put your cursor over an object that highlights, the cursor will change shape to show what action will be performed if you click on the highlighted item: The cursors are Talk, Attack and Pickup/Use. Rollover text will also appear in the text window, giving you more information about your target.

Character Movement

To move your character around the game world, position your mouse cursor over the spot you wish your character to move towards, and then left click on that spot. If your character can move there, a movement target icon will appear on the ground, and your character will immediately move towards it. If your character cannot move to that spot, then a large red X icon will appear, and your character will stay where s/he is.

If you do not wish to click on the destination for your character, there is another method of moving him as well. You can click on your destination and, as your character begins to move toward it, hold down the mouse button and begin to move it to a new destination point. As long as you hold down the mouse button, your character will redirect himself to wherever you place the mouse cursor. However, if your character runs into a wall or you leave you cursor in an area where he cannot walk, then he will stop moving and you will have to restart this process. This method may be easier for those who know an area well and wish to run quickly through it without clicking repeatedly.

Depending on the distance to your destination, your character will either carefully walk towards the spot or run towards it. If the destination is near the character, s/he will walk carefully to it. If it is further away, then the character will run to the location. If you want to make the character run to a desired spot regardless of the distance, then hold down the shift key and left click with the cursor over the spot. Also, if you have a three-button mouse, you can use the third mouse button instead of clicking and holding down the shift key.

Please note, if your character is badly wounded, s/he will limp for several steps before resuming his or her normal walking speed.

To operate doors and other portals, you must place your cursor on the portal and left click. When you first place your cursor on the portal, it will highlight to show that it has been targeted. After you left click on the portal, your character will move toward and interact with it (e.g. open the door.) If the portal cannot be opened, then a message will appear in the text box in the middle of the screen.

Attacking

In order to initiate an attack, move your cursor over an enemy, and the Attack icon will appear. When you left-click on the target, the character you are controlling will then attack the target using whatever weapon is in his or her hand at the time. If you continue to hold the left mouse button down, your character will continue to auto attack your target until the target is killed or until you are damaged. Pressing the third mouse button or holding the shift key while attacking, will cause your character to perform a secondary attack. This is normally a slower, yet more damaging attack.

Next to the standard melee weapons, there are a variety of ranged weapons in the game. Unlike melee weapons, ranged weapons will require ammunition, which can be found by defeating enemies or purchasing it from a store. On some of the ranged weapons (e.g. pistols, revolvers, bows, crossbows, rifles, etc), the secondary attack will fire rounds with a higher accuracy, however this will be at the expense of a slower firing rate. As you progress through the game, you will also encounter certain guns (e.g. machine guns, chain guns) with which you can hold down the ALT key and point at the location where you would like to fire. You can then focus your fire on an entire group of adversaries in the distance instead of one single enemy.

To use a throwing weapon (e.g. grenade or holy-water vial), you will first have to select the item by either right or left clicking on the item when it is in your inventory. If you have selected the item, then your icon will change into the image of the item that you have selected. Also, if item the is in your quick items slot, then you can hit the corresponding quick item key to use the item (For more information, please see Chapter Two: Main Game Screen). To use the item on an enemy, you will simply have to left click on your target, and the item will be thrown and it will then disappear from your inventory. If you accidentally equipped an item and wish to return it to your inventory, you can left click on an open spot in your inventory or right click anywhere on the in-game screen and the item will be automatically returned to your inventory. Special targeting modes such as ALT+Left Mouse click will work for thrown weapons as well as projectile weapons.

Using a scroll is done in a similar fashion as well. To prepare a scroll for use, right click or left click on the scroll when it is in your inventory. Your cursor should now become the image of the scroll indicating that you are now ready to use the scroll. To use the Discipline, place the image of the scroll over the intended target and press the Right Mouse button. Your character will then use the scroll on the intended target (which may be an enemy character, a friendly character, an item in your inventory, or comrade depending on the purpose of the scroll) and the scroll will then disappear from your character's inventory. If you choose not to use a scroll which is being held, simply left click on an empty inventory slot, and the scroll will be placed there.

Discipline Usage

To attack a target with a Discipline, make sure that you have the correct Discipline selected and then right-click over the highlighted target. If your place your cursor over the Discipline icon in the Discipline window, a small description of the Discipline, which includes the target type, will appear in the status window, which is located in the bottom middle of the screen. Note: if you have selected a Discipline that does not require a target, for example Blood Healing, that Discipline will activate even if nothing is highlighted by the cursor. Also, if you right click on a target and cannot use the Discipline, then you may not have enough blood to use the Discipline or the selected target may not be affected by the selected Discipline.

Coterie Control

In your travels through the World of Darkness™, your party of vampires, which is also known as a coterie, will encounter a variety of enemies. In order to survive in this world, you will need to carefully control the attitudes and actions of your coterie members.

By default, the characters in a player controlled coterie are set to a Neutral stance, meaning that they will follow your lead character and engage in combat as needed and directed by their leader. To switch characters, click on the head of the character that you want to control in the middle bottom of the screen. This character will then become the lead character that the others take their cues from, and a red border will surround the status bar of this character to indicate that you are currently controlling him. Also, you can hit the Tab key to cycle through the characters until you find the one that you want to control. Another keyboard shortcut that you can use is the F6-F9 keys. Hitting F6 will allow you to take control of Christof, F7 will allow you to take control of the character to the right of Christof, F8 will let you take control of the character two slots to the right of Christof, and F9 will let you control the character in the fourth slot.

When you control a character, you can change the stance of the coterie members by clicking on the Offensive/Defensive buttons, which are located in the lower left hand corner of the game interface. A character set to offensive will seek out enemies to fight on his or her own and will be freer in their use of Disciplines and blood. A character set to defensive will conserve his or her resources and avoid combat wherever possible. You can return a character to neutral stance by clicking on the Neutral button at any time.

To gain more control over individual coterie members, you can separate them from the group by clicking on the green light next to their character portrait. Once a character is "out of the group" s/he will no longer follow the lead character. Clicking the Regroup button will cause the entire coterie to return to the lead character. If you want the entire party to meet at a specific point, move the cursor to that point and hold down the CTRL key and left click on that location. Note, when a coterie member is separated from your group, s/he will not come to the lead character's aid if he is damaged nor will this character engage any enemies at all.

If you want to focus all of the coterie's attacks on one enemy, then highlight the enemy with the cursor and hold down the CTRL key on your keyboard as you attack. The entire coterie should then focus their attacks on this enemy as long as you continue to hold down the CTRL key while you attack.

Blood

As a human, blood courses through your veins in order to sustain life. As a vampire, blood no longer courses through your veins, but it is still as important as ever in sustaining your unlife. In order to be able to use your Disciplines, as well as to prevent your character from frenzying, you will require blood. In your character's status bar, there is a red bar, which indicates your Blood Pool. As you use Disciplines, blood will be used from your Blood Pool, and this bar will go down. In order to replenish your Blood Pool, you will need to Feed (for information on using the Feed Discipline, please see Chapter 3: Traits and Disciplines) on other creatures throughout the game. However, not all creatures can be fed upon, and there are many that will attempt to resist you. Failure to catch someone in your grasp will leave you in a vulnerable position, and you will be open for a counterattack. It is commonly known that a creature under your powers can be more easily fed upon than creatures that still have the use of their own free will.

If you are unable to find a suitable vessel of blood, there are other ways of obtaining blood in the game. Rats that you can find scurrying around the city are always good for a small supply of blood. However, there is always a chance that they will infect your character with any disease that they may have. Also, bottles of vitae can be found scattered throughout a rival vampire's haven and are excellent sources of blood. In certain cases, some bottles of vitae may not only replenish your Blood Pool but even hold some special powers when ingested.

Frenzy

Vampires are monsters, possessed of an inner Beast. Though, like humans, they have the capability to overrule their baser instincts, sometimes they fail. When this occurs, the Hunger and the Beast become uncontrollable, and no one is safe.

In the game, there is an orange bar, which monitors your Frenzy level. As you take damage from enemies, your Frenzy level will increase until you can no longer control your actions, and friend and foe alike must be wary of you, since you will begin to attack indiscriminately. The rate at which you frenzy does depend on a few variables including the clan type (some Clans frenzy more quickly than others), Blood Pool level (if your character is starving for blood, then he is more likely to frenzy), and the type of damage (some types of Aggravated damage such as fire will increase the Frenzy level faster).

Certain Disciplines will also cause a character to frenzy faster, and there are also a few Disciplines that will lower the Frenzy level as well. Eventually, your character will naturally become unfrenzied. However, if you are on the verge of frenzying, the use of the Heal Discipline has been known to subside the need to rage.

Awaken

If one of your characters is damaged until s/he no longer has any Health, then that character will fall into a state of torpor, which is a death like sleep. In order to bring your character out of torpor, you will need another character to use the Awaken Discipline on the fallen comrade. The Awaken Discipline is available for use by acquiring scrolls or learning the Discipline by spending experience. When you have the Awaken Discipline selected, simply right click on the portrait of your fallen comrade, and your character will use this Discipline. If your character is successful, then your fallen friend will Awaken with a low blood supply and a minimal amount of Health. For more on Disciplines, please see Chapter Three: Traits and Disciplines.

If all of your characters fall into a state of torpor, then the game is over, and you will need to load from an older saved game.

Saving/Loading a Game

In *V:TM Redemption*, there are two possible ways of saving a game.

First of all, you can choose to let the game autosave for you. Every time you enter a new area (this occurs when the "loading" screen appears), all of your character's information and status will be automatically saved. The autosave is particularly useful when you are going from one level of a dungeon to another and you do not wish to travel back to the Haven in order to save the game.

Second, you can save the game by clicking on a *save cross* (if you are human) or a *save ankh* (if you are a vampire), which are located in your Haven. When you clicking on the save cross/ankh, this will bring up the save game screen. Simply click on the slot, where you wish to save the game, and then click on ok.

To load a saved game, just go to Single Player, and then click on "Load a Saved Game." When the Load game screen appears, you can then click on Autosave (to load an autosaved game) or click on a specific game slot. In the game slots, the name of the level and the time, which you saved, will be listed here. Once you have chosen the game that you wish to load, just click on "OK", and the game will load it up.

GAME CONTROLS OVERVIEW

The following is a summary of the game controls in both Single Player and Multiplayer. Generally speaking the controls will do the following:

Left Click	Walk to Location, Talk to Person, Attack an Enemy, Pickup Item
Left Click + Alt	Fire at Ground (clicking on the ground), Pickup to Cursor (clicking on an item)
Left Click + Ctrl	Party Attack (clicking on enemy), Party Regroups to Location (clicking on the ground)
Left Click + Space	Hold Attack (enemy), Turn in Place (ground)
Hold down Left Click	Automatic Attack
Right Click	Use Discipline or held scroll. Store held item back into inventory.
Right Click + Space	Use While Stationary
Third Mouse Button	Acts like Shift + Left Click

For users with a Mouse with more than two buttons:

Button 3 (middle)	Acts like Shift-Left Click
Button 4	Zoom to first person view/Acts like "Z"
Button 5	Party Attack (clicking on enemy), Party Regoups to Location (clicking on the ground), Group Toggle (clicking on the UI head) / Acts like Ctrl + Left Click
+ Space	Stationary cast

The specific combination controls for single player and multiplayer are the following:

Mouse Controls (Single Player)

Select current character	Left click on character portrait
Autowalk	Hold down Left click on desired target location
Attack	Left click on highlighted enemy to attack
Secondary Attack	Third mouse button click on enemy to attack
Activate door/switch	Left click on door/switch
Talk to NPC	Left click on NPC if talk cursor is present
Pick up item	Left click on item if pickup cursor is present
Use current Discipline/Numina	Right click on target to use Discipline (different powers have different targeting requirements)
Use inventory item	Right click on item to use from inventory
Set current Discipline/Numina	Left click on Discipline from quick-list or from the Discipline Pane
Feed/Kiss	Press "F" or select "Feed" Discipline from list and use as normal
Display Statistics Pane	Left click on "Character" button
Display Inventory Pane	Left click on "Inventory" button
Display Discipline Pane	Left click on "Disciplines" button
Display Map	Left click on "Map" button
Display Quest Log	Left click on "Quest" button
Change Coterie stance	Left click on desired stance from coterie controls icons
Take gold/money from inventory	Left click on gold display, type in amount (defaults to half total). Gold/money drops to the floor.
Remove stake from coterie member	Left click on character to de-stake, the current character will approach and remove the stake

Keyboard Controls (Single Player)

Pause game/display in-game menu	Esc
TAB	Cycle current character s, release Possession of character
Stop action	Spacebar
Force run to destination	Shift + Left Click on destination
Display Character Pane	“C”
Display Inventory Pane	“I”
Display Discipline Pane	“D”
Display Map	“M”
Display Quest Log	“Q”
Close all Panes	Backspace
Use quick item	F1 – F5
Quick Character Selection	F6 – F9, F6 for Christof, F7 for character in slot two, etc.
Toggle Status Bar Display	F11
Take Screenshot	F12 (saves shotxxx.bmp in current directory)
Select active Discipline from quick list	1 – 6
Zoom Camera	+/-
Regroup coterie	R
In/Out coterie toggle	G
Switch to First Person View	Hold down Z
Swivel View Toggle	X or Numpad 5
Fire at the ground (missile weapons only)	ALT + Left click on the ground
Party attack	CTRL + Left click on target
Party Regroup to Locations	CTRL + Left click on destination
Secondary attack	Shift + Left click on target
Force run	Shift + Left click on the destination
Turn in place	Space Bar + Left Click on the ground
Stationary Discipline casting	Space Bar + Right Click on the target
Skip current conversation line	Space
Abort/End current conversation	Esc
Exit shop/conversation bar	Esc

Keyboard Controls (Additions/Changes for MultiPlayer games)

Talk	Enter
Toggle between Storyteller and Player Mode	\
Toggle Possession (ST only)	“P”
ST Actor Pane Toggle	“A”
ST Object Pane Toggle	“O”
ST Controls Pane Toggle	“V”
ST Locations Pane Toggle	“L”
ST Scenes Pane Toggle	“S”
Emote commands	Type “wave,” “bow,” “menace,” etc. in talk prompt
Scroll Text Display	Page Up / Page Down
Place ST Head (ST Only)	Right click on target position
Jump to Location (ST Only)	ALT+Right Click

Game Menus

Main Menu



The main menu offers the main options to the game. You may choose Single Player, Multiplayer, Options, View Credits or Quit.

Single Player

This will start a Single Player game. You will be prompted to Start A New Game or Load A Saved Game.

Multiplayer

This will start a Multiplayer game. You will be prompted to connect over the LAN or the Internet.

Options

This brings up the Options Menu.

View Credits

This will bring up the list of all the people who have contributed to this game.

Quit

This will exit the program.

Single Player Menu



New Game

This option starts a new game of *V:TM Redemption*. After selecting this option, the game transitions into the opening cutscene, and the game begins. Warning: Clicking on New Name will erase the current autosave.

Load Game

You can use this option to load previously saved games. A list is presented containing the save game names. The first item on this list is always your autosave. The names of the other saves consist of the save location, game date and time (e.g. “Convent,” 3:54am). By selecting one of these options and hitting ‘Ok’, the game loads and begins from the point at which you saved. Selecting ‘Cancel’ on this screen returns you to the Main menu.

GAME MENUS

MULTIPLAYER MENU



LAN

LAN games are played over a Local Area Network. You will not need to login (assuming your computer is constantly connected) and will be taken directly to your Crypt when you choose this option. In a LAN game, you will only be able to chat and play with other users that are on the same LAN as you are.

Should you wish a wider range of games and players, you will need to connect to the Internet via WON.

INTERNET GAMES



Internet Games connect your computer to WON, where you can chat, find games to play and connect with users from all over the world. You can connect to WON from any machine that has direct Internet access.

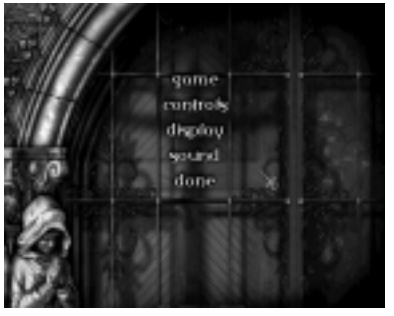
From here, you can log onto WON with an existing account or create a new account. To use an existing account, simply enter in your Username and Password, and click the OK button. Remember, both your User Name and Password are case sensitive.

FOR ALL NEW USERS TO WON:
To create a new account, click on the Create Member button. Your Internet Browser will open, taking you to the WON pages that allow you to create an account. Please follow the onscreen instructions in order to create a new account. If you are having problems creating a new account, please contact WON.

The panels on the right-hand side of the login screen will take you to the websites of WON, Activision, Nihilistic Software and White Wolf.

GAME MENUS

OPTIONS SCREENS



Select Options from the Main Menu to bring up the Game Options Screen. There are four options to select from the Game Options Screen. From any of the options screens hit OK to accept the changes you have made or CANCEL to return to the previous screen making no changes.

DISPLAY

The Display Options Screen allows you to optimise the look and performance of the game based on the video card in your system. The options are broken down into basic and advanced options.

BASIC SETTINGS

DEVICE: Shows the current display driver installed on your computer, and allows you to change drivers between primary and secondary cards (if you have a secondary card installed.)

VIDEO MODE: Shows the current display resolution and colour depth. Not all video cards will support all resolutions, and colour depths and settings that are too high may severely impact performance.

DETAIL LEVEL: This allows you to raise or lower the graphics detail to optimise performance on your machine. Detail level ranges from Very Low to High and can be adjusted by clicking the arrows next to the box.

BRIGHTNESS: This slider controls the brightness of the game display. Slide the arrow to choose a setting that is compatible with your monitor's settings

ADVANCED DISPLAY OPTIONS

The Advanced Display Options allow you to customise the graphics settings for the game on your machine. **If a feature does not have a check box in it, then it is most likely that your video card cannot support this particular feature. Some of these options are very video card dependent and may cause the game to fail to run properly if they are enabled. Non-advanced users are cautioned against any changes of these settings!**

DRIVER INFO: This box displays information about the video card currently used by the game.

DRAW SKY: This box turns the sky on and off.

3D UI HEAD: This enables the animation of the 3D User Interface Head.

REFLECTIONS: This will toggle whether the game displays reflections or not.

TEXTURE BIT DEPTH: This allows you to switch between 16-bit and 32-bit colour depth.

TEXTURE FILTERING: This allows the selection of bilinear or trilinear texture filtering. Filtering reduces jitter and "sparkling" of textures as they move into the distance and smoothes them when they are close.

STATIC LIGHTING: This toggles between the use of lightmap or vertex-based lighting. Lightmaps provide more accurate shadows but are slower. Vertex lighting is faster but less detailed.

STYLED LIGHTS: This turns styled lights on or off.

DYNAMIC LIGHT BLOBS: This enables dynamic lighting (from fireballs, muzzle flashes, torches).

MODEL LOD: This slider sets the level of detail for character models.

UI HEAD LOD: This slider sets the level of detail for the character portraits.

PARTICLE LOD: This slider sets the level of detail for particle effects in the game.

DECALS: This slider sets the number and frequency of decals in the game.

AUTOMATIC MIP LEVELS: This determines how many mip levels of a texture the engine will auto-generate.

MIP SELECTION: This will allow users, who have 3D cards with low memory, to select a default mip map level lower than the default. This causes textures to appear blurrier, but uses less texture memory and increases performance.

CHARACTER DYNAMIC LIGHTS: This slider sets the level of dynamic lighting on character models.

CHARACTER SHADOWS: This slider sets the number of shadows that each character in the world casts.

SHADOW DETAIL: This slider controls the appearance of shadows from simple blobs to detailed character silhouettes

Sound

This options menu allows you to adjust the in-game sound settings. The following options are available:

3D SOUND DRIVER: These selections allow you to set the best sound driver for your hardware should you have 3D sound available.

SPEAKER SETUP: These buttons allow you to chose the configuration of the speakers that best describes your computer's setup.

MUSIC VOLUME: This slider allows you to adjust the volume of the in-game music.

SOUND FX VOLUME: This slider allows you to adjust the volume of game sound effects.

Control

The Control Options menu allows you to set some of the basic control options of the game relating to the mouse and coterie AI.

Control Options

ENABLE MOUSE PITCH: This options toggles whether moving the cursor to the edge of the screen will move the camera or not.

AUTO CAMARA SLEWING: This option sets the camera to automatically swing into position behind your lead character

AUTO REPEAT ATTACK: This option allows you to repeat attacks by holding down the mouse button.

AUTOLOAD QUICK SLOT FROM BACKPACK: This option toggles whether items on the Quick Inventory Slots are reloaded from the character's backpack if the same item, e.g. a Blood Vial, exists in both places.

Coterie AI Options

USE QUICK DISCIPLINES ONLY: This sets the AI to only use the Disciplines in their Quick Discipline Slots.

USE QUICK ITEMS ONLY: This sets the AI to only use Quick Inventory Slot items and not to reach into their backpack

AUTO-DISCIPLINE USE:

AUTO-USE HEALING: This toggles if you allow AI controlled characters to use healing Disciplines, e.g. Blood Healing

AUTO-USE BUFF: This toggles if you allow AI controlled characters to use buffing (enhancing) Disciplines, e.g. Fortitude

AUTO-USE DAMAGE: This toggles if you allow AI controlled characters to use damaging Disciplines, e.g. Fireball.

AUTO-USE SPECIAL: This toggles if you allow AI controlled characters to use special Disciplines, e.g. Earth Meld

Game Options

The Game Options screen allows you to turn blood and subtitles on or off.

NO BLOOD: Use this option to turn the appearance of blood off in the game.

SUBTITLING: Use this option to turn subtitling during cutscenes on and off.

Main Game Screen



The Main Game Screen contains the In-Game Screen, Coterie Commands, Quest window, Map window, Text box, Portrait box, five Quick Items slots, six Quick Discipline slots, Character window, Inventory window, Discipline window, Conversation box, Purchase window, Advancement Screen and the In-Game Menu.

In-Game Screen



The 3D view shows the environment from a third person perspective, with the camera view being behind the currently selected character at about a 45' angle. You can alter the perspective by moving the mouse cursor to the edges of the 3D window. Thus, you can tilt the camera up or down slightly, so you may look at the horizon, cityscape and sky.

If you press and hold-down the Z key, you can shift into first-person mode for a better look at your surroundings. While in first-person mode, your cursor is disabled.

Coterie Commands



These buttons allow you to issue commands to the rest of your group and are very useful in determining how your characters will react when not directly controlled by you.

The first series of buttons, Aggressive/ Neutral/Defensive, set the stance of the AI for each character in the coterie. Characters set to Aggressive stance will be much more proactive, seeking out and destroying enemies on their own initiative. Also, they will burn a lot of blood, choosing to use powerful Disciplines in order to eradicate the opposition. Characters in the Neutral stance will follow the main (player-controlled) character's lead, conserving their resources and staying closer together. Characters set to the Defensive stance will protect themselves from harm and will show little initiative even in dangerous situations.

Beneath these buttons is the Regroup button. Pressing this will cause all coterie members to rejoin the group and gather close to the main character. Next to the Health, frenzy and blood bars, there is a small green light. If you wish to separate a particular character from your coterie (i.e. have the character ignore the player character's actions), then simply click on the green light of the character that you want to separate. To have the character resume taking orders from the player character, then click on the green light again. When the light is on, then that particular coterie member will follow the orders of the leader, and if the light is off, then that coterie member will be independent of the player's coterie.

In addition to these specific tools, you can influence the coterie AI in subtle ways: Items such as Blood Vials that you place in the Quick Inventory Slots are available for AI use; and the Disciplines you place in the Quick Use Slots are more likely to be used by the AI than any other powers. In this way, you can influence the actions of the characters that you are not directly controlling. You can set many options relating to coterie AI control from the Control Options menu.

Quest Pane



This button opens the Quest pane, which lists all the quests your coterie has undertaken and whether they have been successfully completed or not. When a new quest is available, the Quest Button will have a flashing red border to indicate this. Also, when you complete a Quest, the red flashing border will appear as well. After bringing up the Quest pane, if you leave your cursor over a specific quest, more description about that quest will appear in the text box.

Map Pane



This button opens the Map pane, displaying a map of the city you are currently in. You will notice that specific locations are identified by name on this map and that your coterie's current location is also displayed. While the Map pane is open, the game is paused.

The separate locations within a hub are marked with diamonds on the map. The one that is highlighted in green shows the current location of your character. The map only shows the outside of the areas – you will have to explore the interiors of buildings and dungeons without a guide.

Text Box

Below the In-Game Screen, but above the Portraits Box, is an area where you will see various text messages displayed. These text messages cover a variety of situations but usually appear when you attempt an action or something happens to one of your characters. In multiplayer games, this area is also used to show text messages from other players (refer to the Multiplayer and Storytelling chapter for more information on multiplayer games). Extended rollover text will appear in place of the character portraits.

Portrait Box



An animated head on the bottom of the screen represents each person in your coterie, including the main character, and this portrait is used to show what state, or condition, each character is currently in. A few of these conditions are listed below:

Damaged: The portrait will show the character is under pain when taking damage.

Unconscious: The character's head will roll back and stop moving when he is unconscious/dead.

Frenzy: The portrait will flash red; the character's portrait will show a frenzied look.

The Kiss: As the character feeds, his or her portrait is displayed with fangs bared.

Animal: If you change into an animal form (e.g. a wolf), the portrait will change into that animal's head.

Below the portrait are three bars of different colours, representing the status of the characters Health (Blue), Blood (Red) and Frenzy (Orange) statistics. A full bar means that the character is at his or her maximum for that character Trait. As the level falls, the Trait is correspondingly lower. This is very useful information as it provides quick access to a character's overall state of being and whether or not s/he is about to die, run out of blood or enter into a frenzy.

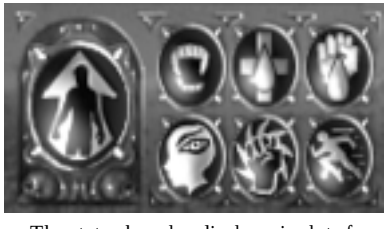
If you place the cursor over a character's portrait you will receive a numerical display of his or her Health, Blood Pool and Frenzy levels (Health, Mana and Faith for humans.) You can transfer inventory items between characters by dragging an item onto the character portrait. If the characters are close enough to each other, the item will be transferred.

Quick Items



Within the status bar are five slots for quick use items. These items can be used by either right clicking on them or by pressing the function keys F1-F5. Items may also be dragged/dropped from the inventory screen into these slots.

Quick Disciplines



The status bar also displays six slots for quick selection of Disciplines. Any of these Disciplines can be selected as active by either left clicking on them or by pressing the numeric keys 1-6. You can set up which Disciplines are housed in the Quick Discipline slots by opening your Discipline Window and left-clicking on the desired Discipline's icon and dragging/dropping it into the correct slot.

Character Window



The character's Traits are shown in this window: Their name, clan, rank and generation followed by their Attributes, Health, Blood Pool, Humanity and Frenzy levels.

The character's Attributes are shown with the current level, influenced by wounds, Discipline use or magic, first followed by their base level. This allows you to gauge the effect of different equipment and powers on your character.

Another important Attribute that is listed is your Humanity level. Your actions within the story will change your humanity, and if your Humanity falls to zero, then your character will go mad, and the game will end.

The range for the character's currently equipped weapon is displayed along with the damage type. Also, the soak totals for all of your armour (including helms, shields and body armour) against both normal damage and elemental attacks are clearly shown here as well.

All of these character Traits are explained in their own sections later in this manual.

Inventory Window



This window shows all of the items and money that the character is carrying. A graphical icon, which takes up a certain number of inventory slots, represents items carried by the character. Characters are limited to how much they can carry in their inventory by having a finite number of inventory slots. You will receive an audio cue if your character is overburdened and cannot carry any more items. If a character is unable to use a certain item, then it will highlight in red, and there will be an audio cue if you attempt to use it.

To equip an item, simply drag it to the appropriate spot on your character portrait. Items can only be placed in a specific location on the character portrait. Weapons (e.g. bows, swords, guns) can only be placed in the slot with the “sword” icon, and shields or utility items (e.g. footman's shield, torch, flashlight) can only be placed in the slot with the “shield’ icon. To equip armour, simply drag the piece of armour to the “chest” slot, and helms can be equipped by dragging it to the “head” slot. Finally, necklaces can be placed in the slot to the left of the “head” icon, and items such as rings can be placed in the “hand” slots.

Please note, if the sword or weapon that you are equipping is a two-handed weapon (this can be seen by rolling your cursor over the weapon and seeing "2H" appear in the item description), then you cannot equip a shield or utility item. If you have a shield or utility item equipped, then you will have to first remove this item, prior to equipping the sword. Also, some weapons and armour have a minimum requirement to equip them. Some items may require a certain Strength, Humanity or even Faith requirement before you can equip them. If you cannot equip an item, please roll your cursor over the item to bring up the item description. Verify that you have the requisite characteristics, if any, in order to equip this item.

Discipline Window



A list of the character's current Disciplines is displayed, including the current level of proficiency in each, indicated by the number of filled dots. You may set up the Quick Discipline slots by dragging and dropping the Discipline icons into one of the six slots in the status bar. You may also left-click to select a Discipline from this list (and later right-click to use it) or right-click on any Discipline in this list from this pane to activateit immediately.

Conversation Box



During some conversations between your characters and non-player characters, you will be given the option to choose one of several responses. Your response has an affect upon how the non-player character responds back to you and, in some cases, the state of the game. When these response options appear, you must select one by clicking on it with your cursor.

Purchase Window



When dealing with merchants, a purchase menu will appear, allowing you to buy or sell items. The merchant's wares will be displayed on the left-hand side of the screen, while your character's inventory will be on the right. To switch the character that is purchasing or selling to the merchant, just hit TAB or click on the character's portrait.

When buying, you are presented with a list of the merchant's wares with prices. If you highlight an item you will see it's icon and be able to hit the Buy button to purchase it if you have sufficient money. The cost of the item will then be deducted from your cash reserves. If you do not have enough money to buy an item, then that item will be greyed out. Also, if an item is listed in red, then your character does not currently have the Attributes to wield the weapon or wear the armour. You can still purchase the item, however you will not be able to equip it until you meet the item's minimum Attribute requirements. When selling, you can select any of the items that your character is carrying, and the price you are being offered will appear on the merchant's side of the screen. If you accept the offer, hit the Sell button, and the money will be added to your total.

On a side note, the price your character pays for items and the money they receive for selling can be higher or lower depending on the Manipulation Attribute. Thus, a Manipulation of 90 will garner a much better buying and selling price then if your character has a manipulation of 10.

Advancement Screen



Between completing quests in the single player chronicle, you will have the opportunity to spend the experience points you have earned on the various character Attributes. In certain missions, an advancement window will automatically pop up after the mission is complete. You can also visit your Haven at any time to spend experience points for any of your coterie. To do this, when you are at your Haven, just click on the coffin in your Haven to bring up the Advancement Screen. In multiplayer games, you can click on the coffin in your Haven to bring up the advancement screen, however it is also up to the Storyteller's discretion to award extra experience points for a well played scenario or completing a quest.

The Advancement Screen shows your character sheet with the current levels of Attributes and Disciplines, and crosses next to each item that you may advance. To increase the level of your Attribute or Discipline, simply click on the cross to spend your experience points in exchange for the increase. If you place your cursor over an Attribute or Discipline, the experience point cost will appear in the dialogue box at the bottom of the screen. You can cancel or reverse changes in order to tweak things as desired by hitting the reverse arrow below your character sheet. Once you are satisfied, hit the OK button.

As you gain experience from your battles, your ranking will go up as well. Starting as a Fledgling, your character will climb the ranks as more experience is gained. As your character's ranking increases, the character's Health will also increase, as well as the Blood Pool. Thus, the Blood Pool and Health level of an Antediluvian will far exceed a character, who is merely a Neonate.

The Storyteller has access to an Advancement Screen similar to this, although s/he has the capability of modifying the experience you receive, along with what new Disciplines are available to you. There is an Advancement

Screen for each character (showing the 3D head and other stats of the character) from which the Storyteller can assign and spend experience points for each coterie member, thereafter returning to the game

In-Game menu



You can press ESC at any time to bring up the In-Game Menu. This pauses the game in single player and allows you to resume the game, exit the game, load a saved game or adjust options.

Some General Notes About Combat

Damage Types

There are three main types of damage that can be suffered in the game: Bashing, Lethal and Aggravated. These types are distinguished in order to allow for certain resistances that vampires may have and to show how human and Kindred alike can soak them.

Bashing

These attacks include punches, kicks and any other kind of blunt trauma, which are less likely to kill a victim instantly (especially a vampire). All characters (including humans) can use Stamina to soak Bashing damage.

Lethal

These are attacks meant to cause immediate and fatal injury to a victim. Vampires can soak Lethal damage with their Stamina Attribute, but humans have no natural resistance to it.

Aggravated

Attacks that are deadly even to the undead, including fire, sunlight, the teeth and claws of vampires and werewolves and certain Holy attacks, are considered to be Aggravated attacks. Aggravated damage can only be soaked with the Fortitude Discipline.

In addition to these three main types of damage, the game supports resistance or sensitivity to the following specialised forms of damage:



Electrical
Includes lightning bolts, high-voltage traps, etc.



Cold
Freezing attacks, ice weapons, freezer traps, etc.



Fire
Fireballs, fire traps, lava, hot rooms, etc.



Sunlight
Direct sunlight or sunlight-casting artifacts. Only damages vampires.



Holy
Prayers, attacks with holy water or holy ground. Only damages vampires.

Soaking

Before damage is applied, the victim has the chance to absorb part or all of the damage before it affects the character's Health. This ability to absorb damage is also known as "soaking." Soaking accounts for the existence of armour and other natural and preternatural abilities to resist damage. As indicated above, there are specific requirements for soaking certain types of damage. The factors involved in soaking are:

Armour

Armour allows soaking of all three forms of damage, except for the specialised Aggravated types of fire, sunlight, holy, electrical and cold (some exceptions exist here, like special grounding armour, magically enhanced items or heated devices.)

Stamina

Humans may soak only Bashing damage using their Stamina. Vampires use their Stamina to soak both Bashing and Lethal damage but not Aggravated.

Fortitude

Fortitude is a specialised Discipline that allows soaking of Aggravated damage. It has an advantage over items and armours which normally only defend against a limited number of Aggravated damage types. Fortitude also adds to the soak values for Bashing and Lethal damage.

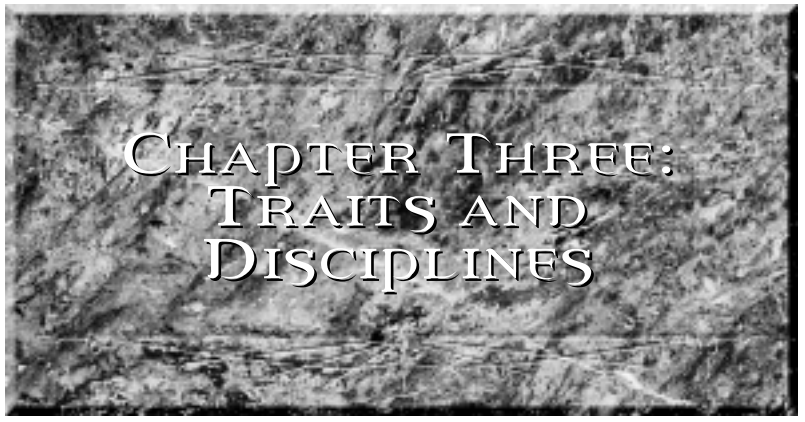
Staking

When a vampire is impaled in the heart with implements of wood, it renders them completely immobile until the stake is removed. If one of your characters is staked, another member of the coterie can remove the stake by selecting the available character and then left-clicking on the staked character. Also, if you do not have a character that can unstake you, a staked character will be able to expel the stake from his or her body after some time has passed.

Staking can occur with actual stakes (used as a melee weapon) or with ranged weapons such as crossbows and stake-guns. If the stake hit is considered critical, a staking occurs.

Coterie Combat AI

During play, all coterie members, other than the ones you have selected, will move and attack on their own, but in accordance with any coterie commands you have selected. AI controlled characters can perform a wide range of tasks automatically, including reloading their weapons, switching from a ranged attack to a melee weapon, as well as healing and replenishing their Blood Pools. Also, by holding down CTRL and left-clicking on an enemy, you can tell the rest of your coterie to concentrate their attacks on that one opponent.



Chapter Three: Traits and Disciplines

Much of a character's life comes from the way in which you describe and roleplay him. However, certain aspects of a character, his physical prowess, looks and special powers, are described in numerical terms and used in conjunction with the mechanics of the game. These features are called Traits and Disciplines.

Character Traits

Most Traits are based on a 1-100 scale for player characters, though there is no upper numerical limit. Disciplines are the exception, as they utilise a system of dots (•) to represent levels of power. The more dots, the more power a character has in that particular Discipline, with the maximum being five dots.

Physical Attributes

Strength

The raw brute power the character can use for lifting, pushing and inflicting melee attacks. Strength allows the character to be able to move large objects and also modifies the amount of damage inflicted by melee weapons. Some items, such as armour, have minimum Strength limitations you must meet before you can utilise the equipment.

Dexterity

Dexterity modifies the base movement and attack speeds for the character and also increases the aiming ability for projectile weapons. A high Dexterity will also increase a character's chance of making a critical hit, which causes an enormous amount of damage. Also, some weapons have a minimum Dexterity for usage.

Stamina

Stamina is the character's constitutional ability to soak damage. Humans use Stamina to soak only Bashing damage, while Ghouls, Vampires and some monsters can soak Bashing and Lethal damage with their Stamina Attribute.

Mental Attributes

Perception

Perception is the ability to observe one's environment.

Intelligence

Intelligence is the character's grasp of facts and knowledge and ability to reason and solve problems. A high Intelligence is required for the most advanced Disciplines.

Wits

Wits is the ability to maintain your cool and think on your feet, especially in intense situations. Most importantly, characters with high Wits will have a slower progression towards becoming frenzied.

Social Attributes

Charisma

Charisma measures your character's force of personality and command. Characters with a high Charisma are better able to overwhelm the minds of their foes with Disciplines such as Dominate and Presence.

Manipulation

Manipulation is the ability to lie, connive and convince others of your point of view. It is an insidious Attribute that allows you to influence others. Manipulation grants you success at some mental Disciplines and also lowers prices at shops.

Appearance

Appearance is the measure of the character's physical attractiveness, poise and natural beauty. This becomes extremely important as you use the Presence Disciplines.

Rank

Based on a character's experience points, they are given a Rank. This can be very useful in quickly determining how ancient, powerful and dangerous a particular character is. Refer to the "Generations of Caine" section in Chapter Six for detailed information on each Rank. In the game, a character's rank will apply bonuses to his or her Blood Pool and Health as s/he gains experience.

Blood Pool

A Character's Blood Pool measures how much blood (a.k.a. vitae) the vampire has in his or her body, and it is from their Blood Pool that characters draw energy to use their supernatural powers. Most Disciplines drain anywhere from a small to a large amount of your character's Blood Pool when activated (the rollover text will list each Discipline's specific cost.) Vampire characters may replenish their Blood Pool by drinking blood from any number of sources including bottles of vitae or humans.

Health

Health measures a character's physical condition, from perfect health to torpor or Final Death. As characters are wounded their Health level goes down and they have a harder time performing actions. The more a character's Health diminishes the harder it will be for him or her to do the things you want him or her to do. As a character loses Health, s/he will move slower and suffer penalties to his or her Attributes. Once a vampire's Health reaches zero, s/he will collapse into a comatose state know as torpor. Without the intervention of an ally with the Awaken Discipline, this sleep of the ages can lead to Final Death.

Note: Characters in frenzy ignore all Health-related penalties.

Frenzy Rating

The Frenzy rating is the character's tendency to frenzy and speed at which s/he will reach it. As a character takes damage or loses blood, s/he becomes more prone to frenzy, eventual falling into an uncontrolled rage. While a character is frenzied, s/he will attack anyone without any discretion. Over time, the Frenzy level will subside and the character will regain his senses.

Humanity Rating

The Trait of Humanity is an integral part of the underlying theme of any *V:TM* game. It is a moral code that allows vampires to retain their mortal sensibilities even though they've been transformed into

parasitic monsters. In essence, it is what keeps a vampire from becoming a mindless animal, enslaved by his or her thirst for blood. In game terms, the lower a character's Humanity is, the more monstrous s/he appears to others. If a character's Humanity rating reaches zero, then that character has lost all sense of reason and becomes nothing more than a mindless beast of evil over which you no longer have control.

Certain events during the chronicle may raise or lower your Humanity: Killing the innocent will almost always cause it to drop, while protecting the weak may cause it to rise.

Increasing Traits

Between completing quests in the single player chronicle you will have the opportunity to visit your Haven to spend the Experience Points (XP) you have earned. In multiplayer games you receive this opportunity after each scene in the story (or whenever the Storyteller decides.) To spend your characters' experience points, you must go to your Haven and click on the rest coffin.

Human Characters

Mortal characters, who are available in multiplayer games, differ from the Kindred. They do not use blood, cannot frenzy and use Numina and Holy Power instead of Disciplines.

The Faith Trait, which is unique to humans, empowers any holy powers they possess. The Faith Trait can be raised with experience and can also be temporarily boosted by the possession of holy objects. Many holy powers have a minimum Faith requirement.

Instead of blood, human characters rely on Mana, which is used to fuel the spells and abilities of Holy Power and Numina. Unlike vampires, who need to feed to gain power, humans naturally regenerate their Mana pools over time.

There are certain items in the game, which may only be used by human characters. Likewise, humans may not use Kindred Disciplines or mystical items.

Disciplines

Though vampirism is a curse, the Blood of Caine grants great mystical powers to those with the insight and dedication to pursue them. These powers are known as Disciplines.

Following is a list of the more common Disciplines wielded by vampires and other supernatural creatures. Rare vampires and stranger creatures may have powers not on this list, as there are mysteries that remain hidden within the World of Darkness. The term Discipline refers to both the Discipline group (Animalism, for example) and the powers within that group (Feral Whispers.) Each clan possesses a group of Disciplines that are common among their ranks. However, it has been whispered that vampires can learn Disciplines outside their clan's strengths but at a much higher cost.

Most Disciplines are linked to a key Attribute and will be resisted if used upon an enemy. There is also a chance of failing to use a Discipline based upon the character's Attributes and power in the Discipline. Almost all Disciplines have minimum Attribute requirements; for example, you cannot use Heightened Senses unless you are already perceptive or Fireball unless you are very intelligent.

As you gain more experience through your battles, you can use this experience in order to increase your specialty in your Disciplines. As you increase in power, your mastery over the Discipline will allow you to cast the Discipline more effectively and at a lower blood cost. Thus, if you have a Discipline of five dots, then you are truly a master, while a vampire with a Discipline level of one dot will be casting it a very rudimentary level.

Common Disciplines



Note that in *V:TM- Redemption* all vampiric characters automatically start with the Feed and Blood Healing Disciplines. This represents the inherent ability of all vampires to feed and heal themselves. In multiplayer games, all vampires and ghouls will start with these abilities. However, human characters will not have any inherent Traits.

Feed



Various levels of this Discipline indicate the ability to effectively drain a creature of its' blood without killing the victim. Feeding is remarkably important for a vampire, as it is the best way to replenish your Blood Pool. As your level increases, your ability to feed without killing your victim will increase as well.

Blood Healing



This allows a vampire to convert Blood Pool points into Health points, in order to heal his or her wounds. The various levels of the Discipline dictate how fast you can heal and how much Health is regained and may enable healing of extraneous things like disease.

Blood Strength



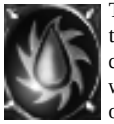
This Discipline grants a temporary increase of the character's Strength Attribute, which can be used to increase melee damage or for any Strength-related puzzles.

Blood Dexterity



This Discipline grants a temporary increase of the character's Dexterity Attribute, which can be used to increase combat effectiveness.

Blood Stamina



This Discipline grants a temporary increase of the character's Stamina Attribute, which can allow for the soaking of more damage than normal. It does not grant you the ability to soak Aggravated damage.

Awaken



This Discipline is normally used to awaken, or reanimate, another Vampire who has nearly been killed and lies in torpor. Unless a character has died an unequivocal Final Death, the use of this Discipline allows the subject to be awakened. Such characters will awaken with little blood or Health and will need to feed very soon, since they are quite prone to frenzy with their need for blood.

Walk the Abyss



This dark power draws on the connection between a vampire and its Haven, opening a mystical portal between the two. When this Discipline is used, a two-way gate opens between the coterie's current location and its Haven. To be able to open such a portal, you must know the location of your Haven and the abyssal portal can be blocked by mystical means.

Key Attributes: Intelligence and Wits.

Animalism



Vampires with the Discipline of Animalism find themselves with greater control over both the animal world and the Beast Within. While the Gangrel are known to be the masters of this Discipline group, other clans, such as the Nosferatu, have shown skill in Animalism as well.

Key Attributes are Charisma and Manipulation.

Feral Whispers



Makes the targeted animal temporarily fight for the player's coterie.

Key Attribute: Manipulation

Beckoning



Allows the caster to temporarily enlist the assistance of an animal ally, possibly lasting beyond the scope of a single combat. The animal is summoned to the action by the vampire's will and disappears when finished. The summoned animal acts like a temporary member of the character's coterie, fighting with and travelling alongside the caster until the effect wears off. (For clans that have separated themselves from the natural world, the creature thus summoned may be distinctly unnatural; for example, Cappadocians summon a skeleton to fight at their side, and the Tremere a homunculus!)

Key Attribute: Charisma

Quell the Beast



Has the effect of calming the target. When cast upon a coterie member, this reduces his or her frenzy amount, bringing him or her out of frenzy faster or indeed stopping it altogether.

Key Attribute: Manipulation.

Subsume the Spirit



Allows temporary possession of an animal. You will have full control over the creature, perceiving the world through its eyes until the effect ends or you hit TAB to return to your own body.

Key Attribute: Manipulation

Drawing Out the Beast



Dumps the caster's Frenzy level onto another. This causes a frenzy mode on enemies (frenzied enemies would attack each other, flee or generally behave erratically, with all the advantages/ disadvantages frenzy offers). In mortals, it triggers the fear mode. Use of this should be limited to times when the Frenzy level is nearly full, but at the highest level, a full Frenzy level is not required to cast this.

Key Attribute: Manipulation

Auspex



The Discipline of Auspex bestows telepathic and extrasensory perception powers on its practitioners. As the vampire's powers grow, he will not only be able to sense the psychic aura and flow on creatures and objects, but he will also be able to project his or her body into an astral form in order to see what is around him or her. The death-loving Cappadocians, as well as the Toredor and Tremere clans, all specialise in the Auspex Discipline.

Key Attribute is Perception.

Heightened Senses



This allows the character to see invisible or hidden enemies and objects.

Key Attribute: Perception.

Aura Perception



The user of this Discipline may sense the invisible "aura" surrounding all living creatures, allowing the caster to gain insight into the true nature of the target. The user will learn information about the creature including the target type, Health and Blood Pool.

Key Attribute: Perception.

The Spirit's Touch



Allows the caster to determine the nature of an object – its base statistic limitations, its abilities /curses, its "true" name, etc. A successful use of this Discipline will give an enhanced description of that item from then on. When this effect is activated, you will need to click on an unidentified object in your possession to receive information about it.

Key Attribute: Perception.

Psychic Projection



Psychic projection allows you to control a "ghost" object, much like the ST ghost, to move unseen through areas for a brief time. No interaction with objects is possible in this state.

Key Attribute: Perception.

Celerity



Those with Celerity are dangerous foes, for this Discipline enables them to move and attack at superhuman speeds. To mortals, they appear to be nothing more than a blur. As the levels of this power increase, so does the speed of the vampire and the duration of the Discipline.

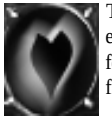
Dementation



This Discipline is the special legacy of the Malkavian clan, a mental sickness that allows those infected with it to channel madness, focus it and pour it into the minds of those around them.

Key Attributes: Charisma, Manipulation and Perception.

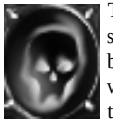
Passion



The character may stir his victim's emotions, either heightening their fear or stirring them into a crazed frenzy.

Key Attribute: Charisma.

The Haunting



This power is used to disturb the sensory centres of the target's brain, flooding them with visions, sounds, scents or feelings that aren't really there. In effect, the victim will believe himself to be under attack from a host of nightmarish apparitions. Most mortals will flee in fear, while supernatural creatures will be momentarily distracted as they fend off their imagined ghostly assailants.

Key Attribute: Manipulation.

Eyes of Chaos



This peculiar power allows the user to take advantage of the fractured wisdom hidden in insanity. With it, the character can detect the aura of another.

Key Attribute: Perception.

Voice of Madness



With this power, the character can speak to another and pull forth the madness that resides in the deepest recesses of the victim's mind, focusing it into an overwhelming wave of total insanity. This power has driven countless victims, mortal and supernatural alike, to unfortunate ends.

Key Attribute: Manipulation.

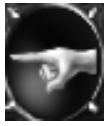
DOMINATE



Those with Dominate may mesmerise others or even control their minds outright. Many of the powers of Dominate are resisted by the victim's Wits Attribute. Kindred who specialise in the use of Dominate include the Giovanni, Lasombra, Tremere and Ventrue.

Key Attributes: Manipulation, Wits and Charisma.

Command



This power allows the vampire to seize control of another's mind for a short time. While the effect lasts, the victim is under the total command of the vampire who used the power.

Key Attribute: Manipulation.

Mesmerise



Use of this Discipline puts the target into a trance-like state, whereby they cease all action and stand still. At higher levels, the target will dreamily walk towards the character that mesmerised him or her. The effects of Mesmerise are cancelled if the target is attacked by one who used the Discipline.

Key Attribute: Manipulation.

The Forgetful Mind



This power sends the target into a dazed state and causes them to forget about what they were doing. This will make enemies ignore you and return to their normal routine.

Key Attribute: Wits.

Possession



The user of this Discipline forces their will upon the target and takes total control of them. This gives the player total control over the enemy character, seeing the world through his or her eyes and forcing him or her to perform any action until the effect expires.

Key Attribute: Charisma.

FORTITUDE



Characters with Fortitude prove unnaturally resistant to damage. They must often be literally hacked apart before they can be stopped, as even the most devastating wounds prove nothing more than a nuisance. This Discipline also helps protect against damage from sources such as sunlight and fire. The Cappadocian, Gangrel and Ventrue clans all have a natural predisposition to this Discipline.

MORTIS



This Discipline was developed by the Cappadocians in an attempt to uncover the secrets of death. It seeks to explore many aspects of death, from outright cheating it, to causing it with a single touch.

Key Attributes: Wits and Intelligence.

Shambling Hordes



This power allows a character to call forth the dead from their graves to fight alongside him or her. Though weak and not particularly adept, these undead allies can still be of great aid in battle. To use this power, target a fresh corpse close to the character.

Key Attribute: Wits.

Vigour Mortis



By feeding a corpse some of his blood, the character may reanimate the body, creating an undead servant that serves its master until it falls completely into decay. To employ this power, the character must find a corpseto target.

Key Attribute: Wits and Intelligence.

Summon Soul



With this power, the character is able to summon a wraith beyond the shroud that separates the world of the living from that of the dead. The wraith can only exist in the world of the living for short period of time, but while there, it will do the characters bidding. A wraith can only be summoned at the scene of a recent death.

Key Attribute: Perception.

Plague Wind



An advanced Mortis effect, this power conjures up a whirlwind of decay and chaos. Any caught within this cloud of destruction will suffer massive amounts of damage, as the full effects of Death's cold breath are unleashed upon them.

Key Attribute: Intelligence.

Black Death



This power turns the character's hand into the hand of Death itself. By touching an individual, the character can cause the victim to experience an early death or, in the case of vampires, to enter torpor. This power inflicts massive damage on a single target.

Key Attribute: Intelligence.

OBFUSCATE



Obfuscate is the ability to mystically cloak oneself in illusions or shadows, thereby disguising or concealing oneself. With Obfuscate, you can attack an enemy and then mystically fall back into the shadows. At higher levels, this ability will becomes more effective, and you will be able to strike your enemy before they can realise it. Obfuscate can be defeated by the use of other Disciplines, most notably Heightened Senses. If a creature has a Heightened Senses Discipline higher than your Obfuscate level, then he will be able to detect you with ease. While there are several clans that use this power, it is the Nosferatu that has truly perfected its use.

Key Attribute: Wits.

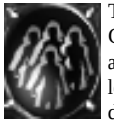
Cloak of Shadows



The vampire may disappear from plain sight. The lowest level of this power allows the user to remain effectively invisible if standing still within shadow. Higher levels of Obfuscate allow the user to remain invisible even while moving.

Key Attribute: Wits.

Cloak the Gathering



This Discipline is similar to Cloak of Shadows, save that it affects the entire coterie. The level of this Discipline indicates duration, and the effectiveness is equal to the equivalent level of the Cloak of Shadows power.

Key Attribute: Wits.

POTENCE



Characters with Potence are terrifying opponents, for they possess the strength of several humans. The higher the level of Potence is, the stronger the character. The Giovanni , Brujah, Lasombra and Nosferatu clans have superhuman strength through the use of this Discipline.

PRESENCE



All supernatural creatures are impressive, scary monsters, but those with the Discipline of Presence are particularly captivating. Characters with Presence can manipulate others' emotions, becoming their victims' dream lovers - or their most terrifying nightmares. Vampires must learn to be wary of their feelings when they are in the company of a Brujah, Malkavian, Toreador or Ventrue as these clans are known for their skills in this Discipline.

Key Attribute is Charisma.

Awe



The character gains a charismatic aura, becoming a natural leader, seducer and orator. This power draws mortal victims near and stops enemies from attacking.

Key Attribute: Charisma.

Dread Gaze



The character, by hissing and baring fangs, instills an unnatural terror in foes. This power instills fear in those who are targeted by it.

Key Attribute: Charisma.

Entrancement



The character becomes super-humanly fascinating and the victim becomes convinced that the character is his friend, lover or whatever - a figure to be protected and adored.

Key Attribute: Appearance.

Majesty



Characters with Majesty are quite literally awesome. Majesty bestows an almost godlike aura upon the vampire; mortals fall to their knees in worship or terror, and even other supernatural creatures must struggle with themselves to attack, insult or be anything other than respectful and deferential to the character. This power allows the character to do anything without fear of reproach.

Key Attribute: Charisma.

PROTEAN



Protean is the Discipline most closely associated with the shape-shifting Gangrel, though they have taught their secrets to a few outside of their clan. Characters with Protean may shape-shift into a variety of forms.

Eyes of the Beast



This power increases a character's visual senses. In some instances it has been known to cause fear in mortals that see it in action, as the user's eyes turn a sinister red in colour.

Feral Claws



The character's nails transform into long, bestial claws. These talons are wickedly sharp, able to rend flesh with ease and even carve stone and metal with little trouble. These talons cause Aggravated damage and are feared by all in combat.

Earth Meld



Using this Discipline, the character can burrow into the earth and remain there, basically safe, until he or she chooses to emerge. The frenzy reduction rate is doubled when buried, and the character also gains Health back slowly (without further blood usage.)

Shape of the Beast



The character may transform into a wolf; gaining increased movement speed and the ability to cause Aggravated damage with his or her bite. The character may not use any items or most other powers while this Discipline is active.

Mist Form



The character transforms into a cloud of misty vapour. The character may not attack while in mist form but can be damaged only by sunlight or fire.

THAUMATURGY - GENERAL

Thaumaturgy is a form of vampiric sorcery that is divided into a number of Paths, each with its own focus and special range of spells. These Disciplines are largely restricted to the Tremere, although certain other clans are rumoured to employ them as well, such as the Assamite viziers and the Koldunic sorcerers of the Tzimisce.

THAUMATURGY - BLOOD MAGIC



The Blood Path is based upon the manipulation of blood, both mortal and Kindred vitae.

Key Attribute is Intelligence.

Blood Rage



This power allows the character to force another to spend blood against his or her will. This act has two effects; it reduces the amount of blood the target has in him or her, and increases the likelihood that the target will lose control of the Beast and enter frenzy.

Key Attribute: Intelligence and Wits.

Blood of Potency



The character gains such control over his own blood that he may effectively concentrate, or focus it, making his or her blood more powerful for a limited time. While this power is active, all other Disciplines will cost less blood to use.

Key Attribute: Intelligence.

Theft of Vitae



A character using this power can siphon blood from a distant target, effectively feeding from the target without any physical contact. This power can cause serious harm to mortals and enrage vampires.

Key Attribute: Intelligence.

Cauldron of Blood



This dreadful power causes the blood within the target's body to boil and burst into flame. It causes Aggravated fire damage and "burns off" a large portion of his or her Blood Pool. Few beings can survive even a single attack with this dreadful power.

Key Attribute: Intelligence.

THAUMATURGY - LURE OF FLAMES



The Path Lure of Flames is based upon the manipulation of fire; through it, a traditional bane of vampiric existence has been harnessed by the sorcery of the Tremere.

Key Attribute is Intelligence.

Torch



This power allows the character to call forth a small magical flame that floats near his or her head. The light from this flame is similar to that of a hand-held torch. Though this flame provides light, it does not generate any heat.

Key Attribute: Intelligence.

Fireball



The character may hurl mystical fireballs that engulf their target in a fiery conflagration. This spell may hurt friends as well as foes and so should be used with care.

Key Attribute: Intelligence.

Flame Ring



The character generates a pulse of heat and flames that surrounds him or her for an instant, incinerating any nearby enemies. The mystical nature of the flames means that neither the caster nor those they ally with can be harmed.

Key Attribute: Intelligence

Immolate



This power calls a bolt of fire into existence that strikes a single enemy, doing extreme damage.

Key Attribute: Intelligence

THAUMATURGY - HANDS OF DESTRUCTION



This Path is practiced almost exclusively by the thaumaturges of the Sabbat. Though it is not widely seen outside of that sect, a few non-Sabbat have managed to learn its secrets.

Key Attributes: Intelligence and low Humanity.

Decay



This power accelerates the decrepitude of its target, causing it to wither, rot or otherwise break down. Key Attributes: Intelligence and Low Humanity.

Acidic Touch



The caster secretes a bilious, acidic fluid from any portion of his body. The viscous acid corrodes metal, destroys wood and causes horrendous chemical burns to living tissue. In combat, this power provides the user with an attack causing Aggravated damage.

Key Attributes: Intelligence and Low Humanity.

Atrophy



This power withers a victim's limbs, leaving only a desiccated, almost mummified husk of bone and skin. The effects are instantaneous; in mortals, they are also irreversible. Enemies so afflicted suffer a long-term reduction in their physical Attributes.

Key Attributes: Intelligence and Low Humanity.

Turn to Dust



This fearsome power accelerates decrepitude in its victims. Mortals literally crumble to dust at the mere touch of a skillful practitioner of this Discipline. When used on supernatural creatures, this power causes massive damage. If a vampire dies from this damage, they too will crumble to dust, leaving nothing behind to Awaken.

Key Attributes: Intelligence and Low Humanity.

THAUMATURGY - BLOOD RITUALS



Rituals are unique thaumaturgical formulas, meticulously researched and prepared, that create powerful magical effects. Rituals are less versatile than Paths, as their effects are singular and straightforward, but they are better suited towards specific ends.

Key Attributes: Intelligence and Wits.

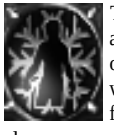
Heart of Stone



While it lasts, this ritual protects the character from being staked.

Key Attributes: Intelligence and Wits.

Prison of Ice



This power engulfs the target in an icy prison, immobilising him or her for a short period, during which time s/he suffers from a freezing form of Aggravated damage.

Key Attributes: Intelligence and Wits.

Call Lightning



The character calls forth a bolt of lightning from above, obliterating the intended target.

Key Attributes: Intelligence and Wits.

Ignore the Searing Flame



This power temporarily makes the caster immune to the effects of fire and, at higher levels, sunlight.

Key Attribute: Intelligence and Wits.

Summon Elemental



The caster summons forth a supernatural creature of the elements that will remain under the character's control for a short period of time. Use of this power has its dangers, as sometimes the summoned elemental will attack the one who called it forth.

Key Attribute: Intelligence and Wits.

FAITH



Faith is one of the few truly powerful personal weapons a mortal has against his or her supernatural foes. With Faith, a hunter can cause a Vampire to turn away or be unable to approach any further. Although the character may believe that this power comes from a higher power, it is actually the strength of his or her belief that protects him or her.

Heal



This power draws on a mortal's inner strength to repair damage to his or her body.

Key Attribute: Faith

True Faith



True Faith is belief in a power, entity, consciousness that is greater than oneself, and as such, it is not limited to any particular religion. A character with True Faith is able to surround him- or herself with a protective field that causes damage to any supernatural creature coming into contact with it.

Key Attribute: Faith

Prayer



This power allows the character to focus his or her Faith and direct it in a ranged attack to damage an enemy. Those with particularly high levels of this power can affect several targets within a given area.

Key Attribute: Faith.

NUMINA



Numina consists of those strange and amazing powers which some few mortals have possessed throughout the ages, powers such as psychic abilities, spells and complete faith in a higher power. Numina and Faith are unique to mortals. Humans power these abilities with Mana instead of blood.

Invisibility



This power allows the mortal to hide from plain view, effectively turning invisible. Higher levels of this power allows the character to remain invisible while moving about and performing actions.

Key Attribute: Wits.

Flash



The character can create a flash of light that temporarily stuns supernatural creatures and may even trigger frenzy in vampires.

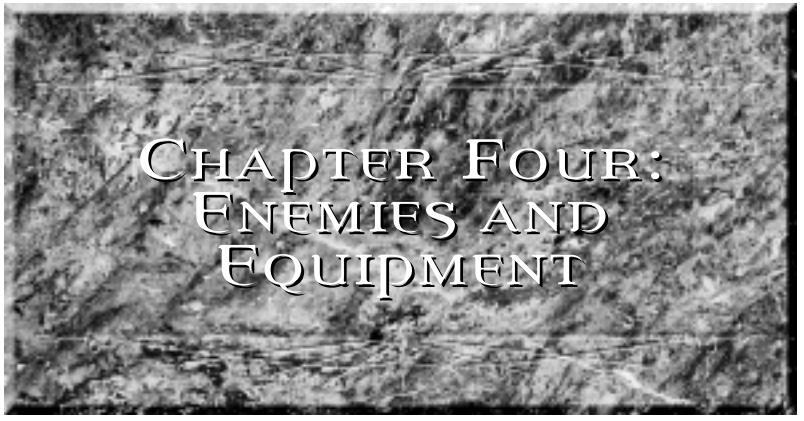
Key Attribute: Intelligence.

True Sight



Mortals with this power can see through the effects of powers that hide others from normal sight, as long as the character's True Sight is more powerful than whatever power is keeping the other hidden.

Key Attribute: Perception.

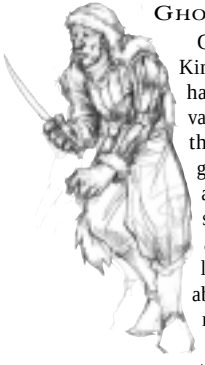


Chapter Four: Enemies and Equipment

In your travels, you will encounter many foes – both living and dead – and be able to find many treasures ranging from weapons and armour to artifacts of ancient power.

Enemies

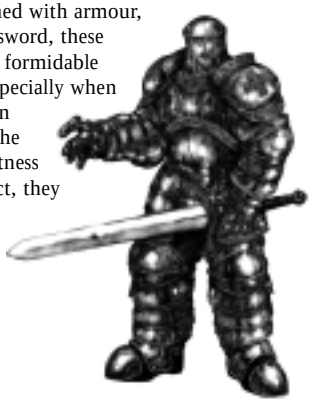
Ghouls



Ghouls are mortal Kindred servants that have been fed vampiric blood by their masters. The ghoul does not age as long as it is supplied with vitae and gains some limited vampiric abilities (most notably level one Potence). Since they aren't affected by sunlight as Kindred are, they make useful servants and protectors during the daylight hours. Most ghouls appear as normal kine, but some long-term ghouls develop side effects resembling their domitor's clan weakness (i.e. a Nosferatu ghoul may begin sprouting unsightly boils and buboes.) Some ghouls may also learn one level of a Discipline their masters are familiar with, but this is very uncommon. Ghouls have use of any kind of weaponry usable by humans, along with their learned Disciplines.

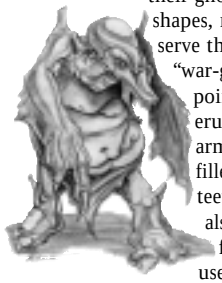
Knights of St. John

Led by Grand Prior Pierre de Varreau, the Knights of St. John patrol the streets of Prague, especially the Little Quarter (Mala Strana), and keep the peace. Usually heavily armed with armour, shield and sword, these mortals are formidable enemies, especially when patrolling in groups. If the Knights witness an illegal act, they will attack.



Szlachta

The Tzimisce use their Vicissitude Discipline to mould the flesh and bone of their ghouls into horrific shapes, most of which serve the purpose of being "war-ghouls", with pointed bones erupting from their arms and great maws filled with razor-sharp teeth. The Tzimisce also create Szlachta from animals when useful, including grotesque forms based on wolves, dogs, horses, etc. Szlachta use a variety of melee attacks, involving the use of their crafted claws/teeth.



Ghoul-rats

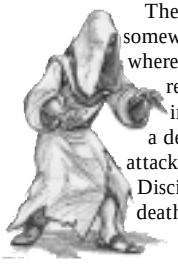
These ghouled rodents grow to large size, with horribly extruded fangs and claws. They create large tunnels throughout their underground lairs, and are in constant search for blood. They normally travel in packs.

Zombu

The Cappadocians create Zombu from corpses and fuel them with vampiric vitae. They usually crumble to dust after three days but, while animated, are mindless and capable of only simple labour or aggression. Their saving grace is an utter absence of fear; they will battle any opponent until destroyed.

Dark Ages Cappadocian Kindred

These vampires can be found somewhere in medieval Prague, where they pursue their endless research of death. Dressed in black robes and bearing a deathly white visage, they attack using various Disciplines, mostly death spells.

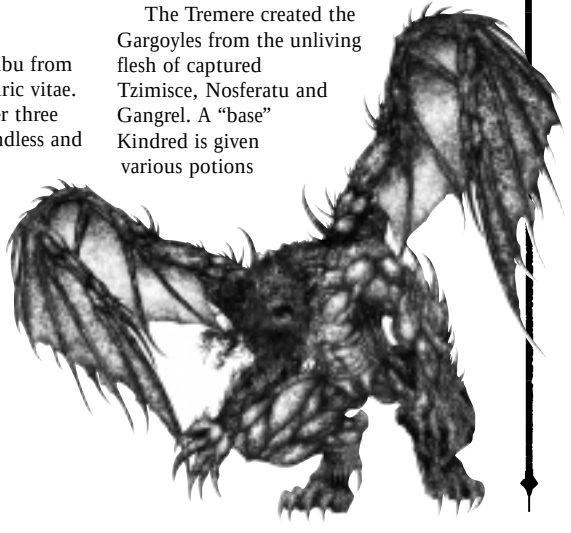


Homunculi Hopper

Homunculi Hoppers are small creatures, similar to a witches ""familiar,"" created from a sacrifice of blood and flesh from their Tremere master. They are simple-minded and mischievous and require regular feedings of blood from their creator. These tiny homunculi are usually no larger than a rat, having large, staring eyes and opposable thumbs. They attack by clawing and biting their razor-sharp teeth into an unsuspecting enemy.

Gargoyles

The Tremere created the Gargoyles from the unliving flesh of captured Tzimisce, Nosferatu and Gangrel. A "base" Kindred is given various potions and is the focus of several rituals, after which a horrific transformation takes place with great black wings sprouting from the victim's back and the addition of large claws and a demonic visage. Gargoyles are particularly dangerous opponents and easily capable of killing a careless vampire.

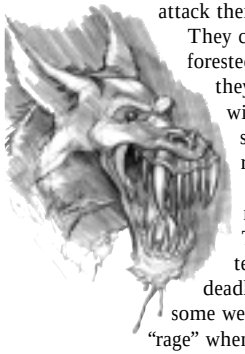


Demonhounds

These demon-possessed dogs turn night-black and grow to disturbing proportions. Further evidence of their possessed nature is the sizzling saliva that drips from their massive fangs and the way shadows seem to come alive in their presence. They can be found in packs guarding infernalist worship sites or private chambers, and they attack with vicious bites.

Werewolves

Werewolves are the mortal enemies of vampires and will normally attack them on sight. They can be found in forested areas, where they roam hunting wild beasts and seeking to restore the land to its rightful natural beauty. Their claws and teeth make deadly weapons, and some werewolves will "rage" when highly damaged, which results in quick, sporadic attacks with great fury.



Dremysl Revenants

Revenants are families of ghoul servants that have been fed vitae for so many generations that they are now born with a tiny amount of vampiric blood already in their system. This allows them to exist as ghouls without needing to drink a vampire's blood; something all other ghouls must do in order to retain their supernatural powers.

Society of Leopold Members

The members of this order are sworn to kill any creature of the night. They arm themselves heavily with the weaponry of the time, also including weapons designed to fight vampires such as holy water, stakes, torches and holy symbols. They wear the dress of scholar-priests and soldiers.



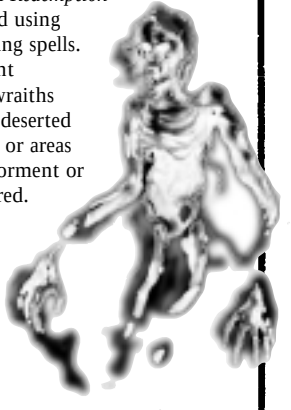
Ghoul-spiders

Immense arachnids created by the feeding of vampiric vitae. They attack with a venomous bite and leave sticky traps of web in attempts to snare passers-by to appease their hunger for blood.



Wraiths

The wraiths in *Redemption* can harm Kindred using strange life draining spells. Seen as translucent apparitions, the wraiths normally occupy deserted places of worship or areas where scenes of torment or death have occurred.



Vipers



A powerful Setite (using the Serpentis Discipline) may disgorge from his mouth a large poisonous serpent. The Setites use these creations as guards, patrolling their temples. Most are individually marked with a pattern representing their creator. They attack with a fierce poisonous bite.

Ghoul-Alligators

Within the sewers of NYC, the Nosferatu have drawn all sorts of beasts to their lairs through the use of Animalism. The most dangerous of these is the small number of alligators in the sewers, flushed there by those in the city who won them at Coney Island. They've since been transformed by Nosferatu blood into horrendous creatures of great size and disfigurement, having enormous maws and extruded points of bone.

Equipment and Treasure

Throughout your adventures, the coterie will find many items – some of them mundane, others concealing secret powers. You may also find unique items such as a Discipline Tome, which will give your character the ability to learn a new set of Disciplines that would normally not be available to him.

Most items need to be equipped in your inventory to prove useful, and each has a specific place to go. Other items require activation, which can be done with a right-click on the object or by using the Quick Slot inventory hot-keys.

A few items that you find will require identification to reveal their secrets. To identify an item, you must use the Spirit's Touch Discipline (which can also be found as a blood scroll). When you activate this Discipline, your cursor will change into the identify icon. Then, bring up the Inventory Pane of your character, and left click on the item that you wish to identify. The item should now be identified, and a description will appear when you leave your cursor on top of the item.

Weapons

There are many weapons to be found and used in *V:TM Redemption*, ranging from medieval swords to modern assault rifles.

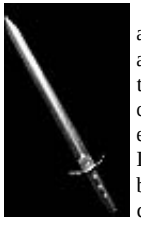
Weapons' statistics fall into three categories: Damage, which determines how much hurt you can inflict with the weapon; Accuracy, which adds a bonus to your chance-to-hit and increases the chances of a critical strike; and Speed, which determines how fast your character can wield his or her weapon. This information will appear in the rollover text for each weapon.

Not all weapons are created equal: You may find rusty and other poor quality items on your travels as well as fine and even exquisite weaponry. The quality of the weapon adds bonuses to the base weapons statistics. Even modern firearms can be modified to increase their power with laser sights and other adaptations.

Some weapons have minimum Attribute requirements representing a particular difficulty in using those items: For example, a Great Sword requires a high score in your Strength Attribute to wield. Likewise, characters with low Strength cannot wear some heavy armour.

All weapons also have three different stats: Damage, Accuracy and Speed. The damage number is quite simply the amount of damage that you will inflict on an enemy. Accuracy is the amount, which is added to your base dexterity, when calculating the chance of you hitting an enemy. If a weapon has an Accuracy of 10 and you have a Dexterity of 20, then the game will assume that you are attacking with a Dexterity of 30. Certain weapons will have an accuracy bonus while others will not, and this usually depends on the type of weapon, it's size, ability to be wielded easily, etc. Finally, speed is the amount of time it takes for your character to swing the weapon again. If the weapon that you are wielding has a high number, then you will be able to swing this particular weapon faster than one with a low number, which indicates that the weapon cannot be swung as easily.

Bladed Weapons



Bladed weapons include anything with a sharp edge and are primarily found in the Dark Ages, but they continue to be used by some even in the modern nights. In game terms, these sharp bladed weapons do Lethal damage.

One-handed blades include anything with a sharp edge or pointy tip. One-handed weapons come in a great variety of shapes and sizes and are the most common armaments found in the Dark Ages. They occupy the weapon slot on your character and can be used with a shield. Examples of one-handed bladed weapons include the Dagger, Hand-Axe, Broadsword and the feared Wooden Stake.

Two-handed weapons are less common and usually found in the hands of professional soldiers. Due to their size, these weapons occupy both the weapon and shield slots on your character. Heavy, unwieldy, and quite dangerous examples include the Great Sword, Battle-Axe and Spear.

Blunt Weapons



Any weapon without a bladed edge or sharp point is considered to be a blunt weapon. Instead of cutting their targets, these weapons deliver their damage through hard, crushing blows. Painful bruises, broken bones and ruptured internal organs are the result of attacks from these weapons. In game terms, blunt weapons cause Bashing damage.

One-handed blunt weapons include any blunt weapon that can be held in one hand. They occupy only the weapon slot on your character and can be used with a shield. Common examples include the Club, Mace and Flail.

Two-handed blunt weapons are slower than their one-handed cousins but are capable of delivering much more damage in any given attack. These weapons occupy both the weapon and shield slots on your character. Examples of these weapons include the Quarterstaff and Warhammer.

Ranged Weapons



In both the Dark Ages and modern nights, there are many weapons that can inflict damage from afar. These weapons are collectively referred to as ranged weapons. Some examples from the Dark Ages include the Short Bow and Crossbow. Modern examples include everything from a simple Pistol to such heavy weapons as the Rocket Launcher. A unique component of ranged weapons is Ammo, each ranged weapon uses a certain type of Ammo and becomes useless once that supply has been exhausted. Special Ammo types can enhance, or even alter, a ranged weapons affect.

Thrown Weapons

Thrown weapons are a special class of ranged weapons. These items are all individually thrown at an opponent and disappear after one use. These weapons can be activated by equipping them in the character's hands or by using the Quick Inventory slots. Examples include Greek Fire, Holy Water, Concussion Grenades and Satchel Charges.

ARMOUR

There are many types of armour available in *V:TM – Redemption*, ranging from simple leather clothing through full Gothic plate and modern tailored Kevlar. Just like weapons, certain types of armour may require your character to have a minimum level in an Attribute (normally Strength) to be able to equip them.

Each piece of armour provides soak bonuses against Bashing, Lethal and Aggravated damage. Some special armour will also provide protection from environmental damage and even True Faith. Such special armour is very rare indeed.

Pieces of Armour



Sets of armour usually come in individual pieces that can be equipped in the different slots of your inventory. Helmets need to placed on the character's head; gloves and gauntlets on their arms and hands; and large sets onto the character's body slot: Thus, a character may have a metal chest plate, leather gloves and no headgear at all as his armour. Examples of armour include Chain and Plate Mail, Tailored Armour, Full Helms and Motorcycle Helmets.

Shields



Shields are a special class of armour that is equipped in the character's shield/utility slot. If you want to use a weapon that requires both hands, such as the Halberd, you will not be able to equip a shield. Likewise, you may have to choose between equipping a shield and equipping a utility item such as a torch. Shields are more common in the medieval period than today, with the exception of police riot shields. Example shields include the Buckler and the Footman's Shield.

OTHER EQUIPMENT

Your character can find many other pieces of equipment in the World of Darkness. Some of these items are merely cosmetic, others can be powerful indeed. Most of these items need to be equipped in the appropriate inventory slot for their power to take affect. Others require activation by right clicking on the object in question or activating them from a Quick Item slot with keys F1 – F5.

Utility Items

The most common utility items that you will find are sources of light. Such items can be equipped in your character's utility/shield slot thus negating the use of a shield or two-handed weapon. Examples include a Torch and a Flashlight.

Rings and Jewellery

Rings and jewellery are often merely cosmetic, but many conceal hidden powers. You will need to equip rings on the character's hands, bracelets on his or her arms and a necklace about his or her neck. You may find magic jewellery that alters your character's Attributes, makes the use of Disciplines easier and many other powers.

Potions and Vials

Ranging from witches brews to modern pharmaceuticals, potions can save a character's life. Humans can use a range of salves and cures ranging from Herbal Salves (which restore lost Health) to Disease Vaccines (which cure infections.) Vampires scorn such mortal concerns, carefully hoarding vials of vitae and other stranger blood with which to restore their strength. Kindred can find vitae in many forms, including simple bottles and mystically created Bloodstones. Not all vitae is simple blood, and you may find strange blood vials with unpredictable effects such as Fae Blood or Elder Ichor.

To use a potion, vial or stranger source of blood, right-click on the item in your inventory or use the Quick Slot hot-keys.

Scrolls

Scrolls are another product of sorcerous research – the essence of a Discipline or Numina encoded onto paper, their power stored to be released at a later time. Human mages have created Numina scrolls that temporarily awaken the power of human potential, and Kindred alchemists have made Discipline scrolls (also known as bloodscrolls) that unlock powerful Disciplines to any Cainite.

To use a scroll, either activate it from a Quick Slot or right-click on it from your inventory. The power's icon will appear in your Active Discipline slot. You can use that power once, activating it as you would any other Discipline (right-clicking on an appropriate target). Using a scroll costs neither blood nor Mana, and you require no ability in the power being activated, so these items are greatly prized.

Discipline Tomes

These rare books contain the Cainite wisdom of the ages, revealing secrets of the blood that unlock great power. Each fabled tome is named after a specific Discipline so, according to legend, there is one for each Discipline group. The character that studies such a tome will unlock its Discipline group and be able to develop powers from it.

Treasure

In addition to items that you can equip, you can find many forms of treasure in the game: Such treasures range from negotiable currency (silver coins to modern cash), precious stones and even gold bullion. All of this treasure can be sold to merchants to allow your characters to buy the equipment they need.

ARTIFACTS

Unique and extremely rare, artifacts are handcrafted items with mystical powers. Every artifact is a one-of-a-kind creation. There are a number of artifacts scattered throughout the world, but examples include the Ainkurn Sword, the Monocle of Clarity and any number of Holy Relics.

Ainkurn Sword

An ancient Cainite relic, this blade is rumoured to have been quenched in the blood of an Antediluvian during its forging. The blade is entirely black, with a matte look.

Monocle of Clarity

This device, created by the Tremere for the purpose of unmasking Nosferatu spies, appears a heavy glass monocle framed in gold and silver filigree.

Holy Relics

Items imbued with the venerated power of Faith, the use of these weapons is limited to mortals, as simply being in the presence of one of these relics causes pain and discomfort to most supernatural creatures.

Chapter Five: Multiplayer and Storytelling

To begin a Multiplayer game, select the Multiplayer option from the Main Menu and then choose your method of connection: LAN or Internet.

LAN Games

LAN games are played over a Local Area Network. You will not need to login (assuming your computer is constantly connected) and will be taken directly to your Haven when you choose this option. In a LAN game, you will only be able to chat and play with other users that are on the same LAN as you are.

Should you wish to find a wider range of games and players, you will need to connect to the Internet via WON.

Internet Games

Vampire: The Masquerade – Redemption supports Internet play exclusively through the World Opponent Network (WON). By selecting Internet from the Multiplayer screen, you will be taken to the WON login screen. Here, you are asked to input a name and password. Currently registered WON players may use their existing account info to log in. New players not yet registered with WON must click on the Create Member button to create a new WON account, which is free of charge. The process of creating a new WON account takes place with your Internet browser, which will open automatically should you select this option. You must select a WON name, password and provide (optional) information to create an account.

Remember: Both your User Name and Password are case sensitive.

The panels on the right-hand side of the login screen will take you to the websites of WON, Activision, Nihilistic and White Wolf.





The Crypt and Character Creation

Whether you intend to be a Storyteller or player, the first screen you visit will be the Crypt, where you can select a previously created character or create a new one.

On the right-hand side of the Crypt will be a list of all your available characters: listed by name and clan affiliation. If you highlight one of the character names, a summary of his or her abilities as well as a full-body character portrait will appear on the left-hand side of the screen. If you have a lot of characters in your Crypt, use the scroll bar to peruse the list of names until you find the one that you are looking for.

Should you wish to play that character, highlight it and hit OK.

If you wish to permanently remove a character from your Crypt, hit DELETE.

To begin creating a new character, hit CREATE.

To return to the Main Menu, hit CANCEL.

Creating a New Character

There are several stages to creating a new character, most of which are fairly self-explanatory.

Should you decide you do not want to create a character right now, hit the CANCEL button to return to the Main Menu.

Naming Your Character

Your character's name is important in that it will be how you are identified to others. The name you choose will colour people's initial expectations of your character; for example other players will treat you differently if you call yourself Player*Killer rather than Lady Lilian D'Arcy.

Choose a name that you are comfortable with and that suits the style of play you most enjoy.

Selecting A Type of Character

The type of character you play determines your supernatural status and what powers and vulnerabilities you might have. You can play either as a Vampire, a Human or a Ghoul.

Vampires begin play with the most basic vampiric abilities (Feed and Blood Healing) but are able to spend starting points on three Discipline groups according to their clan.

Ghouls are caught in the no-man's land between vampires and the mortal herd. Gifted with blood and power by their masters, they can use basic vampiric Disciplines, according to their master's clan, but cannot feed like a true vampire. They must rely on stored blood (vials, etc.) to restore their dark power.

A Human is one of the herd, but no common mortal. Through faith, dedication or strange events, you can access the awakened powers known as Faith and Numina. Lacking the great supernatural powers of vampires, or even ghouls, a human character has to rely on equipment for many tasks, such as healing or defending themselves. A human character does not have a Blood Pool but, instead, relies on Mana that regenerates slowly over time. One major advantage of a human character is that he will not frenzy when damaged. As a result, the frenzy bar is replaced by your Faith level, which indicates the level of strength and belief that you are crusading for the good forces in the world.

Selecting A Clan

If you are a vampire or a ghoul, your choice of clan is very important. (Humans may not choose a clan.) Your clan determines your character's blood lineage from Caine and defines his or her supernatural abilities: As a ghoul, you are selecting the clan of your domitor (vampire master) whose blood defines your supernatural abilities. Nine of the great Cainite clans are available to play in multiplayer games.

Starting Clan Disciplines

Brujah - Celerity, Potence and Presence
Cappadocian - Auspex, Fortitude and Mortis
Gangrel - Animalism, Fortitude and Protean
Giovanni - Dominate, Mortis and Potence
Malkavian - Auspex, Dementation and Obfuscate
Nosferatu - Animalism, Obfuscate and Potence
Toreador - Auspex, Celerity and Presence
Tremere - Auspex, Dominate and Thaumaturgy
Ventrue - Dominate, Fortitude and Presence
Caitiff - Any

Each blood lineage defines itself through the Disciplines its members excel in. Each clan has immediate access to three Discipline groups in addition to the common powers of vampires, and you may only spend your starting points on these powers. Choose your clan wisely, as it will determine your character's future progress.

There are also the Caitiff, clanless vampires, who can chose from the full-range of Disciplines but pay greater experience costs due to the lack of refinement in their blood. The starting Disciplines that come with the blood are always the cheapest for you to learn and enhance, other Disciplines will always to harder for you to master.

More details on the vampire clans can be found in Chapter Six: the World of Darkness.

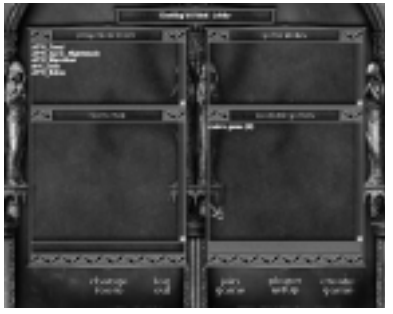
Defining Your Traits



The character creation screen functions exactly the same as the character advancement screen, which is used in Single Player (See Chapter Two).

Next to each Attribute or Discipline that you can spend experience to increase will be a cross; clicking on that cross spends the experience necessary to raise that Trait to the next level. The rollover text will provide full details of the cost and, for Disciplines, the minimum requirements.

Once you have spent your initial experience point allocation, hit OK to continue.



LAN Games: Lobby and Chat

When you join a LAN game, you will begin in the LAN lobby. At the top left of the screen will be a list of all the players on the LAN, and to the right will be a list of all the games currently up. The two windows at the bottom of the screen are for general (Lobby) chat and in-game chat. To chat with other players on the LAN, enter your text in the window to the left, and to chat to only the other players in the same game as you enter type the text in the window to the right. You can use TAB to switch between the two boxes.

The Create Game button allows you to create your own game.

The Player Setup button takes you back to the Haven.

The Join Game button allows you to join a game that is running. First highlight the name of the game in the window to the top left, and then click this button.

The Start Game button allows you to launch a game you have created or joined.

The Game Options button will show you additional details of the game you have joined.

The Cancel button takes you back to the main menu.

Starting and Joining a LAN Game

To join a LAN game that is already in progress, highlight the name of the game, and click the Join Game button. After a few seconds, you will have joined the game and be able to chat to the other players. When you are ready to start a game, click on the Start Game button.

Note: The Start Game button will be greyed out until the host/Storyteller has started a game.

To create your own game, click on the Create Game button to go to the game creation screen.



INTERNET GAMES: THE WON LOBBY AND ROOMS

After logging in to the WON network, you will be taken to the Creating and Choosing a Room screen. Here there will be a list of the rooms currently open to play *Vampire* in. The first room is always the Lobby, which is a permanent room that is always available. The other rooms on the list are all player created.

Choosing and Creating Your Own Room

To join a room, highlight it's name, and then click on the Join Room button.

To create your own room, click on the Create Room button. You will be asked to name your room and can create a password for it should you choose.

Note: The Vampire Lobby is also accessible from your Internet browser, go to http://vampire.won.net/ and select Elysium Chat, and you will be able to chat with other players without launching *Vampire.*

Chatting, Starting and Joining a Game

Once you have joined a room, you will be able to chat with other players and create or join a game.

The windows at the top of the screen show the name of the room you have joined, the players in that room and any games that are currently running.

The two windows at the bottom of the screen are for general room chat and in-game chat. To chat to other players on the LAN, enter your text in the window to the left, and to chat to only the other players in the same game as you, enter text in the window to the right. You can use TAB to switch between the two boxes. You can only use in-game chat for a game that you have joined.

The Create Game button allows you to create your own game.

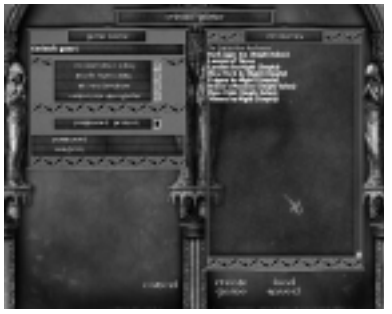
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The Start Game button allows you to launch a game you have created or joined.

The Game Options button will show you additional details of the game you have joined.

The Cancel button takes you back to the main menu.



CREATE A GAME

When you create your own game, you have access to several options.

First, you should choose the chronicle you want to play from the list of available levels. Two of the chronicles are prescripted, which means that all of the events and story line have been setup prior to the game launch. This makes it easier for the Storyteller, since s/he will merely have to maintain the story or embellish it if s/he so chooses. The two chronicles that are prescripted are "To Curse the Darkness," which is a Dark Ages tale, and "Leaves of Three," which takes place in modern day New York. For the more seasoned Storyteller, we have also included blank chronicles, which can be filled and altered to the Storyteller's imagination. These empty levels are "London by Night," "New York by Night," "Prague by Night" and "Vienna by Night." Also, if you simply wish to chat with other players in one of the game levels, we have also included empty salons. These are small one-room areas, where players can enter and interact as their vampiric characters. The salons that we have included are Dark Ages Inn, Prince's Mansion and the Rave Club. Finally, if you have a chronicle that you have saved previously, you can choose to load this at this time as well.

You can also password lock your game by entering a password in the window near the middle of the screen. To enable a password only game, click on the box until it is red. You can give this password to your friends so that only they can join your games.

In this screen, you can set toggles that affect the game as a whole:

The Co-op/Combative toggle sets whether the players in your game will be able to attack one another or not. The default "on" setting is cooperative.

The Track Humanity toggle sets whether you want the players in your game to suffer Humanity loss for evil actions or not. The default "on" setting means that Humanity will be lost for evil acts.

The ST Moderation setting allows whether or not the host can switch to ST mode during the course of the game. Thus, the host can choose to either play as one of the players or as the ST/Player. The default setting of "on" allows the host to become the ST at any time.

Finally, the Automatic Storyteller option will enable java scripts that are built into the chronicle. The host can choose to either have complete control of all story events in the game or allow java scripts to play out and sit back and watch the game events transpire. With the default setting of "on," all scripts will be enabled.

When you are ready to begin, click on the Create Game button. You will be returned to the chat room you were in, and your game will be visible to other players.

Playing in a Multiplayer Game

The controls for a multiplayer game are essentially the same as those used in the single player chronicle. You move the cursor around the screen, clicking on selected targets to take an action. The core differences arise from interactions with other players and the Storyteller.

Controls

The core controls for your character are identical to the ones used in single player games

Your character portrait has been moved to the left-hand side of the screen. In place of the portrait window in the centre of the screen is the in-game chat window. This area will display messages from other players and the Storyteller.

Chat/Text Interface

Replacing the character portrait window is the new chat window. Here messages from the other players and the Storyteller will be displayed along with rollover text. To chat to other players, hit "Enter" or click in the text box below the chat window, type your message and hit enter to send it. The message will appear as being spoken by your character.

There are several special chat commands that you can use in multiplayer games.

Chat Controls for Multiplayer games

(you must first hit "Enter" before doing any of these commands)

Whisper	/
Whisper to ST	. (fullstop)
Team Say	, (comma)
Emote	: wave, bow, menace, taunt
ST Emote	; (doesn't show name)
Shout	!
Roll one 10-sided Die	% (then hit Enter)
Roll multiple 10-sided Dice	%X (roll X d10s where the outputs will be comma delimited)

Rolling Dice

For those that are used to the pen and paper game, the ST can use the 10-sided die commands in order to make it easier to make a roll. To use this command, bring up the chat window, type "%," and hit "Enter" to roll one 10-sided die, or type "%X," where X is the amount of dice that you want to roll (e.g. if you type "%5" and then hit "Enter," you will get five different rolls shown on your screen.)

Game Menu

Hit Escape to bring up the Game Menu: This does not pause a multiplayer game. The Game Menu has many of the same controls as the single player menu.

Resume: This returns you to the game in progress.

Save As: As a player, this forces a save of your character (to protect it from a crash or power surge, for example.) As a Storyteller this saves the current state of the chronicle into your multiplayer saved games folder. As the ST, you can then load this chronicle up in the future if you wish to continue the game over another gaming session.

Revive: If your character dies during the course of the game, you can choose to revive, which will place you at the start of the chronicle.

Options: This brings up the game Options menu.

Quit: This exits the game you are in.

Storytelling a Multiplayer Game

The Storyteller has great power as well as great responsibility. As a Storyteller, you have great control over the game, being able to alter events, add or delete objects or actors and basically control the game world.

Core Storyteller Tools

In Storyteller mode, you have a different set of controls over the game than do players. All objects in the world will highlight under your cursor. Click on an object to centre your camera view over it; then you can use your Storyteller tools to alter, delete or otherwise affect it.

To follow players through the chronicle, you can either click on their characters to attach your camera view to them or use TAB to switch your view between all the characters in the game. Thus, if you happen to lose a player character, simply hit TAB, and you will eventually find him.

There are several controls which are exclusive only to the Storyteller in a multiplayer game:

Story Teller Controls

End Possession	Tab
Place ST Head	Right click on target position
Toggle Player and ST hud	\
Actor Pane Toggle	A
Object Pane Toggle	O
Controls Pane Toggle	V
Locations Pane Toggle	L
Scenes Pane Toggle	S
Jump to location	ALT+ Right Click
Toggle Possession	P

Object Pane



The Object Pane gives you the ability to add new objects, props or actors to the world. You can highlight an item from any of the Object Pane lists and create it in the world at your current location. The item will immediately be apparent to any players present and will interact with the world normally.

Create Object: Hitting this button creates the selected item at your current location. The item you have selected appears in a text box above the main display.

Short/Long List: This toggles the display between short (list of necessary items in a particular chronicle) and long (all the items in the game).

Show Only Objects: This sets the Object Pane display to show only objects – items that can be picked up and used by characters such as weapons and armour.

Show Only Actors: This sets the Object Pane display to show only actors – NPCs that can move and interact with the world, for example enemies.

Show Only Props: This sets the Object Pane display to show only props – the background objects that add details to the world, such as trees.

Actor Pane



The Actor Pane shows all the actors (NPCs) at your character's current location. The item you have currently selected appears in a text box above the main display.

In the main window, all the actors that are in your current location will be shown, along with the current state of their Health.

Go To: This button shifts your camera point-of-view to the currently selected actor. To do this, click on the actor's name that you want to view, and then click on the "go to" button.

Possess: This button allows you to possess an actor so that you have access to his or her abilities. Once you have possessed an actor, any text messages you type will appear to come from that character, not your own. To possess an actor, click on the actor's name that you want to possess, and then click on the "possess" button.

Revive: This button instantly revives a character from death or torpor. It is most useful to revive fallen PCs but can restore an NPC also.

Set Stance: This sets a character stance between Talk, Neutral and Enemy.

Talk: This stance sets the NPC as a talk only character. The PCs will not be able to attack them.

Neutral: An NPC in Neutral stance will not be available either to talk or to be attacked by the players. This effectively sets them as background.

Enemy: An NPC set to Enemy stance can be targeted by player attacks and will actively seek to harm the players in the game. Any opponents should be set to Enemy mode.

Delete: This deletes the selected from the game. You cannot delete player characters.

Kill: This automatically kills the selected character.

Locations Pane



The Locations Pane shows all the locations available in the current chronicle. The one you have selected appears in a text box above the main display.

The list shows all the locations in the game, the one you are currently in is marked with a star ("*").

Go To: This instantaneously moves your character to the selected location

Jump All Players: This command moves all the players in the game to the selected location.

Scene Pane



The Scene Pane shows the pre-scripted scenes in the chronicle. Scenes govern the players' quests, as well as unlocking certain location in the chronicle.

Advance Scene: This advances the current scene to the next and makes all necessary changes to the game world.

Skip to Scene: This jumps the chronicle to the selected scene, skipping any intermediary scenes.

Controls Pane



The Controls Pane gives you meta-controls over access to the game.

Automatic Storyteller Controls

AI Enabled: This toggle turns enemy AI on or off.

Lock Game: This locks the game from any new players who attempt to join.

Lock Outside Communication: This locks any messages from outside the game (i.e. from the chat room) from being displayed.

Elapsed Time: This shows the current length of time you have been in the game.

Player List and Kick: This display shows all the players in the game. The kick button to the right allows you to ban the selected player from your game.

In addition to these windows, there are several controls available from the main Storyteller UI.

Pause Game

This pauses all action in the game, preventing characters from moving outside of a restricted radius. This is useful for running conversational scenes, while other players are elsewhere. You can resume the game by clicking this button a second time.

Storyteller Viewer

By hitting the Storyteller Viewer button, you create the Storyteller head: This is invisible to players and can be used to manipulate the environment without your character being present. There are several uses for the Storyteller Viewer, including the following:

The Storyteller interface was designed to be similar to the normal player interface (so it would be easy and familiar to the players), which means a third-person camera centring on your currently controlled character. As the Storyteller, you have the ability to select just about anything as your current character (players, NPCs, enemies, lamp-posts, etc). This basically "selects" the object and allows the Storyteller to take action upon it, one of which could be deleting it. When this happens, you need an "object" for your view to be centred around (since the previous object is now gone), and so the Storyteller Viewer is spawned at this position.

The main usage, however, is as a 3D "pointer." You can spawn the Storyteller Viewer at your current position (say your camera was currently following behind a player as he or she was walking around town) and use it to specify the position at which you'll be adding a creature or object. You can walk the head around, just like a normal character, and can also teleport it instantly to locations you see on the screen by using CTRL and right click.

Advancement

When you hit this button, the Advancement screen opens for each character (including your character) in turn. The multiplayer Advancement screen is identical to the single player screen save that, as the Storyteller, there is a plus-cross next to the character's earned experience. If you click on this, a dialog box will open, allowing you to assign a specific experience award to that character.

You can also spend experience for that character directly by clicking on any of the crosses. When you are done, hit OK to move onto the next character.

Finally, the buttons to the left of the screen (replacing the character mode portrait) give you direct control over the item you have selected.

Possess

This allows you to possess an actor of a player in the game, giving you full control over his or her movements and abilities. Once you have possessed an actor, any text you enter as chat will appear to come from him or her and not your character.

Revive

This instantly revives the selected character, bringing them back form death or torpor.

Stance

This sets the actors stance between Talk, Neutral and Enemy. Be careful setting a stance other than Enemy for a player character, as this can detrimentally affect game play.

Delete

This allows you to delete the currently selected item from the game world. You may not delete player characters.

Character Mode

When you switch into character mode, the normal character screen replaces your Storyteller tools. The only exception being that underneath your character portrait is a button that returns you to Storyteller mode. You can go into character mode either in your character body (to experience the game as a player would) or in the form of any of the NPCs.

Creating Your Own Multiplayer Chronicle

The simplest way to create your own chronicle is to use one of the empty hubs we have included with the game (each based on the single player chronicle but empty of monsters, quests and items) and then populate it using the Storyteller tools. With the ST tools, you can easily go through the level and place enemies at your leisure. Once you have completed your own version of the level, you can save it by hitting the Escape key and then clicking on Save.

For more advanced users, the overall engine/toolset, which is known as the "Nod Engine," will be released to allow players to create more complex chronicles.

Within the Nod Engine, the player will have access to the "Codex" tools, which you can use to create your own scripted events and alter the parameters of various facets of the game. The programming language of the Codex tools is based on Java, with lots of special native function calls that allow you to interact with the game engine.

The editing tool, which is known as the "Embrace," is based on QERadiant, which is used to edit Quake levels. It is basically a brush-based system where you place walls, floors, etc., and the editor compiles all the information to create a runnable level file for you. Please note that it is not BSP-based like Quake, so although the tool looks the same on the surface, the resulting level files are not compatible and not at all similar.

Those of you that are interested in creating your own chronicle should take a look at Activision's *V:TM Redemption* site (http://www.activision.com/games/vampire/) and other online sources for information.

PLEASE NOTE: the use of the "Embrace" and "Codex" is up to the user discretion and risk. Help with the editor is not supported by Activision Customer Support.

Chapter Six: The World of Darkness

The world of **Vampire: The Masquerade** is not our own, though it is close enough for fearsome discomfort. Rather, the world inhabited by vampires is *like* ours, but through a looking glass, darkly. Evil is palpable and ubiquitous in this world; the Final Nights are upon us, and the whole planet teeters on a razor's edge of tension. It is a world of darkness.

Superficially, the World of Darkness is like the "real" world we all inhabit. More present than in our world, though, is the undercurrent of horror — our world's ills are all the more pronounced in the World of Darkness. Its fears are more real. Its governments are *more* degenerate. Its ecosystem dies a bit more night. And vampires exist.

Many of the differences between our world and the World of Darkness stem from these vampires, or Kindred as they refer to themselves. Ancient and inscrutable, the Kindred toy with humanity as a cat does with a trapped mouse. The immortal Kindred manipulate society to stave off the ennui and malaise that threaten them nightly or to guard against the machinations of centuries-old rivals. Immortality is a curse to vampires, for they are locked in stagnant existences and dead bodies.

The Generations and Caine

One way the Damned distinguish themselves is through a combination of age and *generation*, or how far removed a Kindred is from the progenitor vampire, Caine. Young vampires must prove themselves to their elders to be afforded any bit of status, and Kindred society is often as stagnant and stultifying as the immortal Damned themselves. There is a small degree of mobility, however, as elder Kindred are always looking for assets and allies who may aid them against their rivals in the Jyhad.

The greatest status is accorded to the Antediluvians, vampires of the Third Generation. Most vampires consider these Kindred to be legendary — certainly, none has been verifiably seen in the modern nights. The lowest rung of status is held by rank neonates and the clanless Caitiff, those claimed by no clan or with blood too weak to trace a proper lineage.

• **Antediluvians:** These ancient vampires, if they exist at all, are likely the most powerful creatures in the world. Members of the Third Generation, the *Antediluvians* are only two steps removed from the First Vampire, Caine.

Antediluvians, when they choose to rise from their long sleep, affect all with whom they come in contact; according to the few fractured accounts of their doings, they possess virtually godlike power. In Kindred legend, there were 13 original Antediluvians, though some have allegedly been destroyed. Their eternal struggle, the Jyhad, touches all Kindred, and innumerable layers of manipulation and deception make the plots of these Ancients almost imperceptible.

• **Methuselahs:** If the Antediluvians are the Kindred's gods, the terrible *Methuselahs* are demigods and avatars. At a point between a vampire's thousandth and two-thousandth year, a grave change overtakes the Kindred. Sometimes the change is physical, while at other times, it is mental or emotional. Whatever the nature of the change, the end result is that the vampire no longer bears any semblance of humanity. Having truly moved from the earthly into the realm of the supernatural, the Methuselahs often retire into the earth, where they may slumber, away from the thirsty fangs of younger vampires. Their powers are so great, however, that they continue to direct their inscrutable plans mentally, communicating magically or telepathically (and almost always invisibly) with their minions.

Kindred greatly fear the Methuselahs, who are accorded any number of horrifying characteristics. Rumours speak of Methuselahs whose skin has become stone, of everything from hideous disfigurements to unearthly beauty that cannot be looked upon. Some are believed to drink only vampire blood, while others control the fates of entire nations from their cold tombs.

• **Elders:** *Elders* are Kindred who have existed for hundreds of years and typically range from sixth to eighth generation. With centuries of accumulated cunning and a terrible thirst for power, elder Kindred are the most physically active participants in



the Jyhad — they do not suffer the long fits of torpor that hamper the Methuselahs and Antediluvians, but they are not so powerless or easily manipulated as the younger Kindred. The term "elder" itself is a bit subjective; a Kindred who qualifies as an elder in the New World might be just another ancilla in Europe or older corners of the Earth. Elders keep a stranglehold on the Kindred power structure, preventing younger vampires from attaining positions of influence by exercising control they have maintained for decades, if not centuries.

• **Ancillae:** *Ancillae* are relatively young vampires (between one- and two-hundred years of unlife) who have proved themselves as valuable members of Kindred society. Ancillae are the lackeys to greater Kindred and — if they're clever or lucky — tomorrow's elders. Ancilla is the rank between neonate and elder, signifying that the Kindred has cut her teeth (so to speak) but lacks the age and experience to become a true master of the Jyhad. Because the world's population has grown so in the last two centuries, the vast majority of vampires are ancillae or neonates (see below).

• **Neonates:** *Neonates* vary from newly released fledglings to indolent Kindred of a hundred years or more. Marked by the stigma of not yet having proved themselves to the elders, neonates are inexperienced vampires who might one night make something of themselves — but, more likely, will fall as pawns in the schemes of the other undead.

• **Fledglings:** Also known more loosely as "*childer*" (although every vampire except Caine is someone's childe), *fledglings* are newly reborn vampires still under the tutelage and protection of their sires, the vampires who created them. Fledglings are not considered full members of Kindred society and are often treated disrespectfully or as the sire's property. When her sire decides her childe is ready, the fledgling may become a neonate, subject to the prince's approval.

The Clans and Sects



If the myth of the Antediluvians is to be believed, Caine sired a number of progeny, who then sired childer themselves. These childer, accordingly of the Third Generation, were the progenitors of the modern clans, and all vampires descended from them shared common Traits and characteristics. Certainly this is true to some degree, as each clan has a set of vampiric powers its members learn more readily than others, and each clan also has a distinguishing weakness or character flaw by which its members may be identified.

Lineage is important to the Kindred. Though they are loners and typically shun each other's company by nature, the Damned place great value on their heritage. The honour a vampire is due stems from clan as much as generation, and even the most dull-witted Kindred is afforded some modicum of respect if his legacy demands it.

There are 13 known clans, each supposedly spawned by one of the Antediluvians, but whispers circulate through the Kindred world about "lesser" clans or "bloodlines" that branched off from their parent genealogies somewhere in the nights of history. Few vampires have ever met Kindred claiming to hail from these mysterious bloodlines, and few of these have turned out to be anything more than Caitiff with delusions of self-importance. For more information on the clans themselves, please refer to the section on clans which is located later in this manual.

Sects are groups of vampires that supposedly share a common ideology. They are a modern contrivance but an important one. Most vampires belong to one sect or another; others claim independence, no preference or that they are affiliated with their clan, not a sect. The sect known as the Camarilla is arguably the largest and most prevalent in the modern nights, though its rival the Sabbat has recently made considerable inroads against it and still opposes the Camarilla at every turn.

The Camarilla came about in an attempt to hold vampire society together against the power of the Inquisition in the 15th century. Under its iron guidance, the Tradition of the Masquerade grew from a cautious suggestion to the guiding principle of Kindred life. Even tonight, the Camarilla concerns itself with the enforcement of the Masquerade, hiding among humans lest it be destroyed.

The Camarilla's archenemy is the monstrous sect known as the Sabbat. While the "Kindred" of the Camarilla espouse concealing themselves among mortals and maintaining the tattered vestiges of their Humanity, the Sabbat favours a different philosophy. Not content to cower like beaten dogs from humans nor to act as pawns in the schemes of their elders, Sabbat vampires instead prefer to revel in their undead nature.

The Beast and Humanity

Many of a Kindred's first nights are spent learning what it means to be undead. The childe inevitably meets her Beast — the wild, uncontrollable monster inside her that thrives on terror and bloodlust — and either falls to frenzy or learns early on how to subjugate its wild call. The sire may offer aid and guidance in thwarting the Beast, or he may watch as it overtakes his childe, then admonish her for weakness afterward. It is now that the childe learns that undeath is indeed a curse — despite the power brought by the Embrace, she is no longer entirely herself and must forever be wary of the Hunger that burns inside her.

Also at this time, a Kindred learns — too late! — to appreciate the emotional capacity possessed by mortals. As a vampire, the childe's heart has died, leaving her a cold corpse incapable of truly feeling anything. Most vampires compensate by making themselves feel, conjuring up memories of emotions long dead. These last vestiges of humanity are





all that separate them from ravening rage, from falling to the Beast completely. Desperation is all that remains in the hearts of many vampires, as they realise what they have lost as their mortal selves died.

The unlife of a vampire is a litany of bleak revelations. Many Kindred cannot cope with the terrible new world of night into which they have been reborn and choose to meet the obliterating rays of the sun rather than continue their existences.

The Traditions

The Six Traditions that form the laws of vampire society are believed to have been passed down since the wars that slew the Second Generation. They are rarely written down, but they have never been forgotten, and they are known by all Kindred in some form. Even vampires who scorn the Traditions know them; though their specific wordings may vary, the intent behind them never falters.

It is a popular Camarilla conceit that a sire recite the Traditions to his childe before that childe is recognised as a neonate. Some princes stage grand spectacles to honour new childer's transition from fledgling to neonate, while others need not even witness the release, trusting the sire with the proper execution. Almost all childer learn the Traditions well before this recitation, but the act is accorded great symbolism and gravity in Camarilla affairs. Staunch supporters of the Camarilla and the Traditions maintain that a newly Embraced Kindred has not truly become a vampire until her sire speaks the Traditions to her. Obviously, the Traditions are quite a serious matter, and the sire is held accountable for the childe until, by speaking them to her, he makes her responsible for upholding the code herself.

Some vampires believe that Caine himself created the Traditions when he sired his childer and that what modern vampires follow are their progenitor's original wishes

The Traditions

The First Tradition: The Masquerade

Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy claims of Blood.

The Second Tradition: The Domain

Thy domain is thy concern. All others owe thee respect while in it. None may challenge thy word in thy domain.

The Third Tradition: The Progeny

Thou shalt sire another only with permission of thine elder. If thou createst another without thine elder's leave, both thou and thy progeny shalt be slain.

The Fourth Tradition: The Accounting

Those thou create are thine own childer. Until thy progeny shall be released, thou shalt command them in all things. Their sins are thine to endure.

The Fifth Tradition: Hospitality

Honour one another's domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

The Sixth Tradition: Destruction

Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine elder. Only the eldest among thee shall call the blood hunt.

for his descendants. Others, however, think that the Antediluvians created them to maintain control over their childer or that they were simply a set of common-sense ideas that were upheld over the millennia because they worked. The Tradition of the Masquerade, for example, is thought to have existed in some form since the nights of the First City, but it changed in response to the Inquisition.

A number of young vampires, children of the modern world, see the Traditions as being merely a tool of the elders to maintain their stranglehold on Kindred society, and an antique tool at that. The times that produced the need for the Masquerade are over and done, ancient history. Caine, Gehenna, the Antediluvians — all myths with about as much substance as the Flood or the Tower of Babel — and all for the sake of controlling the younger generations. It's time to drop the Traditions and live in the modern age. The vampires of the Sabbat rabidly adhere to this reasoning, and their scorn for the Traditions is one of the primary motivations behind their constant attacks on the ancient power structures.

Most elders see the young as temperamental adolescents who think they know everything but who lack the wisdom and experience of age. As many of the rebels are anarchs and neonates, mostly powerless and without voice in Kindred society, it should come as no great surprise that they are so wild. However, not every elder takes such an indulgent viewpoint. Many feel that the reckless whelps who demand the Traditions be dropped may get their wish when they bring mortal society down on their heads. Natural selection takes care of a

few of these, but such selection has occasionally been "assisted" by a prince exasperated beyond patience with a particularly recalcitrant young vampire.

What follows is the most common wording of the Traditions. Bear in mind that this is the phrasing used by elders and on formal occasions. The wording may change according to the clan, the age of the vampire speaking or simple circumstance. During a childe's presentation to the prince, she may be required to recite the Traditions as proof that her sire has taught them to her.

LEXICON

The Kindred have their own dialect of specialised words and phrases. Vampires have a tremendous capacity for double-talk; what they say often means something other than its literal interpretation or something in addition to its simple meaning.

Beast, The: The inchoate drives and urges that threaten to turn a vampire into a mindless, ravening monster.

Camarilla, The: A sect of vampires devoted primarily to maintaining the Traditions, particularly that of the Masquerade.

Childe: A vampire created through the Embrace — the childe is the progeny of her sire. This term is often used derogatorily, indicating inexperience. Plural *childer*.

Clan: A group of vampires who share common characteristics passed on by the Blood. There are 13 known clans, all of which were reputedly founded by members of the Third Generation.

Coterie: A group of Kindred who work together under a common purpose, whether this be clan, gang, wartime or even diplomatically related.

Embrace, The: The act of transforming a mortal into a vampire. The Embrace requires the vampire to drain her victim and then replace that victim's blood with a bit of her own.

Generation: The number of "steps" between a vampire and the mythical Caine; how far descended from the First Vampire a given vampire is.

Ghoul: A minion created by giving a bit of vampiric vitae to a mortal without draining her of blood first (which would create a vampire instead).

Jyhad, The: The secret, self-destructive war waged between the generations. Elder vampires manipulate their lessers, using them as pawns in a terrible game whose rules defy comprehension.

Kindred: The race of vampires as a whole or a single vampire.

Masquerade, The: The habit of hiding the existence of vampires from humanity. Designed to protect the Kindred from destruction at the hands of mankind, the Masquerade was adopted after the Inquisition claimed many Kindred unlives.

Sabbat, The: A sect of vampires that rejects humanity, embracing their monstrous natures. The Sabbat is bestial and violent, preferring to lord over mortals rather than hide from them.

Sect: A group of Kindred arguably united under a common philosophy. The two most widely known sects currently populating the night are the Camarilla and the Sabbat.

Sire: A vampire's "parent"; the Kindred who created her.

Torpor: The death like sleep common to the undead, particularly among ancient vampires. Torpor may be entered voluntarily (certain undead, weary of the current age, enter torpor in hopes of reawakening in a more hospitable time) or involuntarily (though wounds or loss of blood).

THE LONG NIGHT AND THE FINAL NIGHTS

The Dark Ages

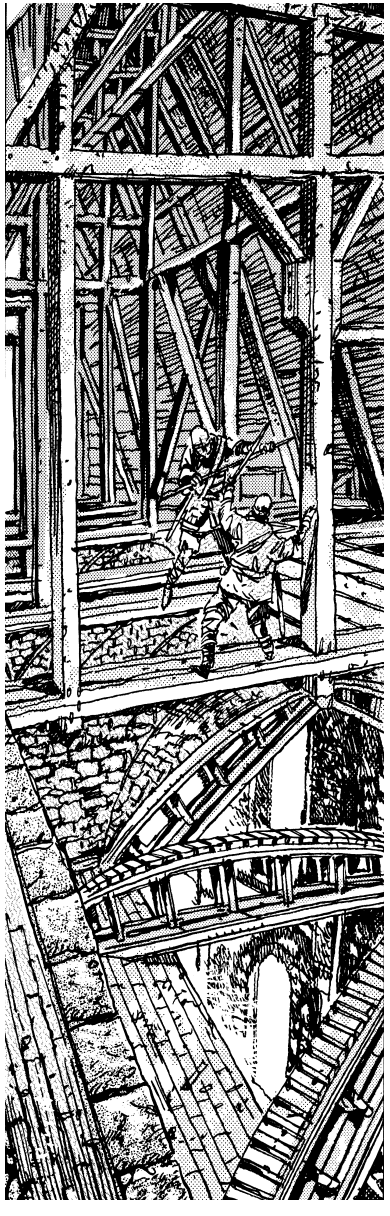


In the centuries before the modern nights, the Kindred skulk throughout the Dark Medieval world, where the shadowy sides of fantasy and reality meet. Things are a little more sinister, and the wind blows a little colder on a moonless winter's night. But it is an exciting time to be alive, nonetheless… and an even more exciting time to be among the walking dead.

On the surface, little differs from the real medieval age; castles serve as both homes and fortresses to the nobility, while most peasants count themselves lucky to live with their families in drafty one-room buildings. Wars are fought in the name of God and man, and to speak out against one's liege is both blasphemy and treason. But in the darkest hours of the night, undead spirits in the shape of men walk in the shadows.…

The so-called Dark Ages of our world were the period between the fall of the Roman Empire and the beginning of the Renaissance. The glory that was Rome crumbled, and the roads and bureaucracy the empire had brought to the continent quickly fell apart. Trade decreased, and most people were too busy simply trying to survive to spend time learning to read and write. Knowledge of science and technology common during Roman occupation was forgotten, and a cloud of superstition descended on theWestern world.





Times were difficult for the common man during this period. Marauding armies sacked towns and pillaged villages. Cities lay in ruins. Most of the art produced during this time was portable and often practical, such as jewellery and pottery. Even some rulers were illiterate, and only in scattered Christian monasteries did reading, writing and academic learning continue. Most people were farmers, never blessed with the luxuries of art or learning, living hard short lives, more at risk from disease and starvation than from invasions.

But the "dark" part of Dark Medieval means something more and is not restricted to a single decade or century. The shadow that has fallen across much of Europe is a moral darkness, a rejection of the spiritual. Respect for one's fellow man has been eclipsed by the day-to-day struggle to survive. Many commoners obey the laws of God and man more out of fear of the consequences than from any real belief in what is "good" or "right." The vampires who hold much of the power rule unchecked and rarely face the consequences of their actions. But the mortal world will not live in fear forever, and the day may come when the living will rise up against the predators in their midst.

In the centuries that follow the Dark Ages, vampires learn the importance of hiding themselves away from mortal eyes. Inquisitions of Church and state decimate the Cainite population, and only those who are able to blend into mortal society survive.

But those nights seem distant in the Dark Ages. In the minds of most mortals, vampires are creatures of the Devil, to be feared — and either fought by the Church or avoided entirely. With the power of their vampiric Disciplines and a cunning born from centuries of experience, some vampires set themselves up as lords of outlying areas, taking their tithes of blood from any unfortunates who pass by. Others influence the mortal rulers of the land, through potent blood oaths and the work of their half-mortal ghouls.

CAINITES AND SOCIETY

Dark Medieval society is feudal, with power and rank dependent upon lands held and military might. In the medieval world there is no such thing as "equality of opportunity." If your family is powerful, then you will have an immediate and tangible advantage over others. If your family members are peasants, you will live in poverty and die young. A man's rank is determined by his birth. A woman's rank is determined by her husband's.

Medieval men divide themselves into those who fight, those who work and those who pray.

NOBILITY

The nobility are the military, landholding class. The great nobles own the land; petty nobles retain tracts of land in exchange for military service and money. Many nobles are trained from their youth to fight and are equipped with fine armour and weaponry. On a day-to-day level, however, they are administrators and civil servants — running their lands, enforcing royal law, commanding garrisons, working as officers of the law courts or as senior servants in ryal households.



Cainites who dwell among the mortal nobility have a dual existence. They must function within the society of other nobles and lord over the lands and people of their fiefs. Just as mortal nobles have responsibilities to their overlords and underlings, so do vampire lords. Yet Cainite nobles also have responsibilities to their undead kind, whether in positions of authority or subservience.



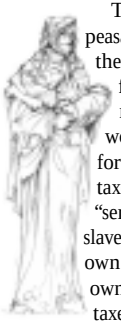
The difficulties of observing the responsibilities of mortal gentility arise from being undead. Vampire lords cannot appear before their underlings and serfs during the day and must arrange all affairs to occur at night. Such nocturnal behaviour cannot go unnoticed for long, and that is when superstitious rumours spread among the mortals.

The best way for a Cainite lord to manage her mortal affairs might be through kine proxies or ghouls. A sheriff can be an effective tool at enforcing the laws and seeing justice done, while a seneschal can arrange the affairs of the manor house. Of course, should there be a daytime emergency….

The fact is, a feudal noble holds stable power when his authority can be directly attributed to a name and a face. When many subjects fail to see the face of their master, it is easier to blame problems on him. Still, there's much to be said for the ominous silhouette of a lord standing atop his battlements, the moon casting his cold shadow across the cringing mortal souls below.

Other difficulties of feudal authority lie in reconciling mortal and immortal power. How does a duke explain his meekness before a mere baron who comes calling after sunset? If a noble's Cainite authority spreads much further than his mortal authority, how does he explain the presence of some of his ghouls in the lands of another mortal lord? And what of a group of rebellious vampires who won't answer to a mortal overlord, but will answer to a lesser lord, who also happens to be the local Cainite prince?

Peasants



The medieval masses are the peasants — the farmers who till the nobles' fields. The more fortunate are "freemen," who rent land from the nobles, working their plots in return for heavy rents, tithes and taxes. The less fortunate are "serfs," peasants who are the slaves of their noble masters, who own nothing — not even their own bodies. A serf pays heavier taxes and may not marry or move away without his lord's permission; if a serf is assaulted, the attacker must pay a fine or compensation to the serf's lord for damaging his "property."

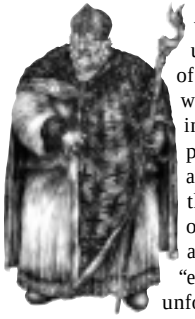
Although mortal social classes have little bearing on Cainite society, it is difficult for neonates and others sired since the time of Charlemagne to recognise the prominence of some vampires over others. Vampires with such limited vision have particular difficulty with Cainites who were drawn from or exist among the mortal peasantry. It is difficult for a newly sired vampire, who is a noble or clergyman in mortal society, to take orders from a vampire who is ostensibly a mortal freeman. That is the paradoxical nature of Cainite society, though, and the newcomer who cannot adapt quickly is short-lived.

Vampires who exist among kine peasants do bear a terrible burden, though. To try to remain true to her former lifestyle, a peasant Cainite must somehow account for her absence during the daytime, when everyone else in the manor or town is working. She is also expected to go to Mass with everyone else and would be missed at the frequent festivals that manor lords often allow their serfs.

A clever Cainite who still lives as a serf could make ghouls of the right people and justify her strange behaviour as part of her services "at the manor house." The local gossips could also be controlled to ensure that no ill word is spread or that rumours are actually squelched. Ultimately, though, most vampires who are chosen from the peasantry break their mortal social bonds and seek higher lifestyles. Why be a predator of humans while living a lie as their prey?

Clergy

The Church is the single greatest institution in the medieval world. Arguably it is the only important institution. The Church runs the universities and cathedral schools of medieval Europe, educating the sons of the wealthy and powerful. It appoints priests to local parishes, and from every pulpit, those priests tell the people to obey God and their mortal masters. Few people outside the Church can read, nor do they own books. The monasteries and cathedrals of Europe own vast amounts of land and are the most important patrons of the arts. The power of the Church in the Dark Medieval world can not be understated. The lords of the Church are very wealthy and very influential. They tell people what to believe and bribe and cajole them with the promise of eternal life. An angered bishop may "excommunicate" an unfortunate soul, cutting





off a person from the Church and from God's mercy, and only a priest may absolve a person of her sins.

Cainites who exist among the mortal clergy have the greatest protection from vampire and mortal opponents, but that protection comes at a price. By posing as God's devout — though usually only through lip service — vampires in the clergy have the power of the Church behind them, the most influential institution in the medieval world. If an opponent ever grows too strong, Cainites in the Church can bring the mortal authority of God down upon them. All the vampires need do is trump up the right charges and provide the right "evidence."

Ironically, the Church also provides defences for its cursed brethren through the power of faith. Mortal clergymen are often unfaithful, but there are some who are not, and their conviction can be enough to stave off an attacker who would hunt a Cainite in his very abbey or monastery. All the Cainite brother need know is who of faith should be avoided among the disciples.

The dangers of hiding among the clergy are immense, though. At some point it must mean contact with True Faith. Cainite power must also be wielded subtly for fear of raising suspicion and avoiding charges of diabolism. And the duties of the clergy must be fulfiled to a point that is convincing to other brethren; an obvious lack of conviction would be as dangerous to a vampire as exposure to too much.

Vampires' failure to hide their existence properly within the Church may ultimately lead to witch hunts.



GEOGRAPHY

In the Dark Medieval world, Europe is dominated by a small number of powerful kingdoms. The Holy Roman Empire is the largest state in Europe and covers Germany, northern Italy and part of western France. It is currently in the midst of a long civil war fought between two rival Emperors, Otto of Brunswick and Philip of Swabia. The empire actually comprises dozens of small duchies; the dukes owe allegiance to the emperor but often rule their lands as independent monarchs, and it is the feuds between these rulers that so often divide the empire.

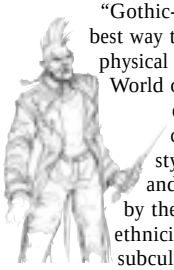
The English kings (currently King Richard the Lionheart) rule lands in England, Wales, northern France and (theoretically) Ireland. In 1199, Richard is killed in battle and is succeeded by his vicious brother John. The Kingdom of France under Philip II, perhaps the strongest single kingdom in Europe and certainly the best administered, is expanding by seizing lands in northern France from England. Constantinople, under the Emperor Alexius III, controls an empire including modern-day Turkey (disputed with the Moors), Serbia and Greece.

Other kingdoms rule the fringes of Europe, including the kingdoms of Hungary, Poland, Jerusalem (actually based on Cyprus, as Jerusalem itself is in Moslem hands) and Scotland; the Principalities of Russia; and the "Empire" of Bulgaria. Numerous smaller kingdoms and principalities also exist, such as the petty kingdoms of Iberia, the four principalities of Ireland, the tiny states of Switzerland and the kingdom of Denmark. Europe also contains one last bulwark against Christianity, the pagan kingdom of Lithuania and the lands surrounding it along the Baltic coast.



Perhaps the most powerful person in Europe is the Pope. The Pope controls his own private principality in central Italy, including the city of Rome itself, but more importantly, he is the head of the Church throughout Western Europe. For while the earthly kingdoms are divided among warring monarchs, all acknowledge the Pope as a higher spiritual authority beneath whose jurisdiction all mortal kingdoms fall. Some also argue that as Christ's representative on Earth, the Pope should have supreme authority on all matters, and claim that all secular rulers should bow down in obedience to him. The year 1198 sees the death of the moderate Pope, Celestine III, and his replacement by the shrewd and domineering Innocent III.

THE MODERN NIGHTS



"Gothic-Punk" is perhaps the best way to describe the physical nature of the modern World of Darkness. The environment is a clashing mixture of styles and influences, and the tension caused by the juxtaposition of ethnicities, social classes and subcultures makes the world a vibrant, albeit dangerous, place.

The Gothic aspect describes the ambience of the World of Darkness. Buttressed buildings loom overhead, bedecked with classical columns and grimacing gargoyles. Residents are dwarfed by the sheer scale of architecture, lost amid the spires that seem to grope toward Heaven in an effort to escape the physical world. The ranks of the Church swell, as mortals flock to any banner that offers them a hope of something better in the hereafter. Likewise, cults flourish in the underground, promising power and redemption. The institutions that control society are even more staid and conservative than they are in our world, for many in power prefer the evil of the world they know to the chaos engendered by change. It is a divisive world of have and have-not, rich and poor, excess and squalor.

The Punk aspect is the lifestyle that many denizens of the World of Darkness have adopted. In order to give their lives meaning, they rebel, crashing themselves against the crags of power. Gangs prowl the streets and organised crime breeds in the underworld, reactions to the pointlessness of living "by the book." Music is louder, faster, more violent or hypnotically monotonous and supported by masses who find salvation in its escape. Speech is coarser, fashion is bolder, art is more shocking, and technology brings it all to everyone at the click of a button.

The world is more corrupt, the people are spiritually bankrupt, and escapism often replaces hope.

As if this weren't fearful enough, the last few years have seen a quiet but pervasive dread grip the Kindred community. Many Kindred whisper of the Jyhad, the eternal war or game said to consume the most ancient vampires. This struggle has been waged since the dawn of time, but many vampires fear that, as one millennium passes to the next and the curse of undeath grows weaker, an apocalyptic endgame is at hand. Signs and portents, many recorded in the prophetic *Book of Nod*, trouble vampires of all clans and lineages, even those who profess not to believe. Whispers in Sabbat covens and Camarilla salons alike speak of turmoil in the East, of armies of clanless rabble, of vampires whose blood is so thin that they cannot Embrace, of meetings with mysterious elders whose vast power betrays no discernible lineage, of black crescent





moons and full moons red as blood. All, say the believers, are omens that the Final Nights are approaching and that the end of all thing is nigh.

Some Kindred believe that a Reckoning is at hand, that the powers of Heaven are preparing at last to judge the vampires and what they have made of the world. Others speak of the Winnowing, or Gehenna, the night when the most ancient vampires will rise to consume their progeny, taking their lessers' cursed blood to sate their own hunger. Few admit to such superstitions, but most feel a palpable tension in these nights. Elder vampires play their hands in one fell swoop, negating centuries-long schemes in a single mad flurry of action. The war packs of the dread Sabbat hurl themselves at the fortresses of their enemies, for they fear they might not get another opportunity. Cells of Assamite cannibals, formerly held in check by a great curse, hunt other vampires and ravenously drink their blood. Vampires of uncertain lineage are hunted down and destroyed by paranoid elders, who fear them as harbingers of Gehenna. Though patience is a special virtue among the immortals, it is practiced less and less, and the whole Kindred world teeters on the verge of a great collective frenzy.

The Evolution of the Sects

Sects are groups of vampires and clans that supposedly share a common ideology. They are a modern contrivance but an important one. Sects as they are known in these nights first surfaced after the Great Anarch Revolt, a continent-wide upheaval which took place in Europe during the 15th century. Many elders accept sect membership grudgingly, deriding sects as "foolishness — the Blood is all that matters." In the nights before the Great Anarch Revolt and the Inquisition, these elders claim, there were no sects at all. Other vampires argue that this is still true — a vampire in a sizable city may go a decade or more without ever seeing another Kindred, so of what use is a sect?

Regardless, most vampires belong to one sect or another; others claim independence, no preference or that they are affiliated with their clan, not a sect. The sect known as the Camarilla is arguably the largest and most prevalent, though its rival the Sabbat has recently made considerable inroads against it and still opposes the Camarilla at every turn. The secretive Inconnu, when it may be reached for comment, maintains that it is not a sect, although it seems to be organised and manages to steer clear of the other sects. On the opposite side of the coin, the anarchs make much show of pretending to be a sect, though they are the first to enlist Camarilla aid when the Sabbat appears at a city's borders. Thus, the Camarilla considers the anarchs to be under its purview.

The Camarilla



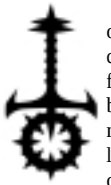
The largest sect of vampires in existence, the Camarilla concerns itself with the Masquerade, thereby hoping to maintain a place for Kindred in the modern nights. The Camarilla is an open society; it claims all vampires as members (whether they want to belong or not), and any vampire may claim membership, regardless of lineage.

According to the often-contradictory history of the Kindred, the Camarilla came to be at the end of the Anarch Revolt, sometime in the 15th century. The Kindred of Clan Ventrue loudly claim to have been instrumental in the sect's formation, to which many Kindred owe their unlives. With the enforcement of the Masquerade, Kindred had a means of foiling the Inquisition, a Church office sworn to the destruction of super-natural creatures.

Though the Camarilla is the largest sect, just over half of the 13 known vampire clans actively participate in its affairs. The sect holds meetings attended by active clans' representatives; these gatherings are known as convocations. It also calls periodic *conclaves*, which are open to any and all members of the sect, to discuss matters of imminent sect importance. Only *justicars*, officers elected by the Inner Circle to attend to matters of the Traditions, may call conclaves. Justicars are always of great age and rightly feared; as such, their interpretations of the Traditions are heeded out of self-preservation. Coteries of vampires known as *archons* attend the justicars; meeting an archon is usually a portentous event.

Officially, the Camarilla does not recognise the existence of the Antediluvians or Caine. It reasons that these vampires, if they ever existed at all, have long since suffered the Final Death, and those who allude to them are publicly derided.

The Sabbat



Rumoured to have its origins in a medieval death cult, the Sabbat is greatly feared by Kindred who do not belong to it. The sect is monstrous and violent and no longer clings to any trappings of human philosophy or morality. Members instead revel in their vampiric unlives. Sometimes referred to as the Black Hand, the Sabbat actively seeks the overthrow of the Traditions, the destruction of the Camarilla and the subjugation of humankind.

The Sabbat recruits wherever it takes hold, spreading like a poisonous weed and tearing down the established institutions around it. Unlike the Camarilla, the Sabbat recognises the existence of the Antediluvians, though it rabidly opposes them. According to Sabbat propaganda, the Antediluvians pull the strings of the entire world, and it is this malignant control they



oppose. They see the Camarilla as pawns of the Ancients, and oppose its members politically as well as physically. Most Sabbat express bilious contempt for the vampires of the Camarilla, whom they see as cowardly wretches unable to accept their predatory natures.

Outsiders know little about the Sabbat's inner workings. Some Camarilla Kindred even doubt its existence, believing it to be a rumour created by elders to keep troublesome childer in line — an undead boogeyman. Lurid tales about the sect spread like wildfire, including claims that its members indulge in ceaseless diablerie, worship demons, hunt and kill other vampires and possess the ability to break blood bonds. The only consistent rumour attributed to the Sabbat is its members' apparent love of fire — the sect has a fearsome reputation for leaving burning wakes behind it.

The Inconnu

The Inconnu are not a sect so much as they are a disparate group of like-minded vampires. No longer wishing to be the puppets of those older than they and tired of the incessant manoeuvring of those younger than they, the Inconnu seem to have dropped out of the Jyhad altogether. This is what distinguishes an Inconnu vampire from those of other sects — the Inconnu distance themselves from other vampires and their contemptible machinations.

The Inconnu are rumoured (as no one ever really goes *looking* for them) to be of great age and potency. Many reportedly spend much time in torpor or otherwise sleeping, the better to avoid the Jyhad. Some Kindred liken the Inconnu to the Antediluvians, claiming that they have grown away from the world and into a timeless, inhuman mindset. Other Kindred believe that the Inconnu all pursue or have attained Golconda, a fabled state of vampiric transcendence.

Kindred who deal with the Inconnu typically leave the encounter with a sense of profound mystery and awe. Although the Inconnu seem to be informal and loosely organised, they communicate very well among themselves. Inconnu know when to avoid Kindred, when to hide from them and when to unleash their significant power to turn vampires away. Their agenda, if they even have one, is unknown.

Anarchs

Anarchs are vampires who reject the Traditions of Caine and the dictates of the elders who enforce them. Ironically, elders grudgingly afford anarchs some degree of status, due to the anarchs' ability to obtain power in spite of the elders' opposition. Anarchs are also respected for their passion and drive, which few elder Kindred, mired as they are in their age and dissatisfaction, can muster. Ultimately, however, most Kindred see anarchs as jackals, scavenging their unlives from what slips through the elders' fingers. Although arguably members of the Camarilla, the anarchs are vocal in their desire to see Kindred affairs change from the status quo.

Gehenna — The End is Near

Central to Kindred myth is the idea of Gehenna. The Kindred believe that this approaching apocalypse bears down ever more each night upon the world. When Gehenna arrives, the Antediluvians shall arise and make a wasteland of the world, consuming Kindred and mortal alike in the culmination of their horrendous Jyhad.

Although few Camarilla Kindred would admit it, many vampires see the world on a downward plummet and believe that Gehenna will occur soon — perhaps even within the next few years. Frantically piecing together the signs from whatever Cainite histories and mythological fragments they can compile, the Kindred seek to learn the true nature of Gehenna and possibly avert it. Elder vampires know, however, of the implacable wills of the Antediluvians. Should they so will it, Gehenna shall come and overwhelm the world, destroying every mortal and vampire in a tide of blood and fire.

Even so, the Kindred attempt to foil or aid the Jyhad as they see their roles coming to critical culmination. The millennial tension that plagues the planet is certainly a precursor to the coming apocalypse, and the Final Nights are upon us. Unless….

As the fear of Gehenna grips the Kindred community, more and more Gehenna cults form. These groups, which resemble secret societies or cliques, are most common among the Camarilla, though some Gehenna cults pervade the Sabbat and even the independent clans. Due to the stigma of belonging to a Gehenna cult, cult business is always conducted in secret, and the cults are officially derided as foolish rumour. In recent nights, though, they have proliferated, and certain vampires of great power and influence secretly belong to Gehenna cults.

The State of the World

Much has come to pass recently in the World of Darkness, and many Kindred are convinced that the Final Nights have arrived. Numerous events portend the movement of the Antediluvians; the world has undergone significant changes, as have the Kindred themselves.

Varying accounts of Antediluvians, most unreliably accredited, have become common, and it would seem that as the world spirals toward its presumed destruction, some subtlety has been lost in the Jyhad. Whether these sighting are actual or not, they reveal an unsettling paranoia and a sense of urgency previously unknown. Stories of encounters with a being who claims to be Caine are also circulating like never before. Whereas it was once fashionable to mock such preposterous conversation, many Kindred wonder if there may be some legitimacy to the matter.

The Sabbat has recently increased its activity, actively vying for power in Chicago, Atlanta, Washington, DC, and other elder-controlled cities. Animalistic and monstrous, the sect has swarmed like locusts over the East Coast and southern borders of the United States. Its influence in Canada has also increased, and it appears as if the Sabbat is realising a grand enfilade, surrounding the United States and cutting off all access except that which it grants. Many Kindred *en route* to Europe from the United States or *vice versa* have been destroyed or disappeared altogether as the Sabbat exerts its influence where it can: at the borders.

It would seem that the West Coast is relatively free of Sabbat presence, but this is true only because an influx of exotic vampires from Asia has taken root. The anarch holdings of California have become battlegrounds, and the proud anarchs have even begged the Camarilla's Inner Circle for aid in turning back the Asian peril. The Kindred of the East have made significant advances into the United States from the West Coast, and their presence may soon shift the balance of power among the Children of Caine.

The Camarilla as a whole seems less and less dominant, its influence eroding by the night. Years ago, it seemed as if the sect virtually owned North America. As millennial hysteria rises, more and more slips through the ever-tightening grip of the sect, leaving its members consistently losing ground. Indeed, one of its greatest

members, the mighty justicar known as Petrodon, was struck down and destroyed in Chicago by parties unknown.

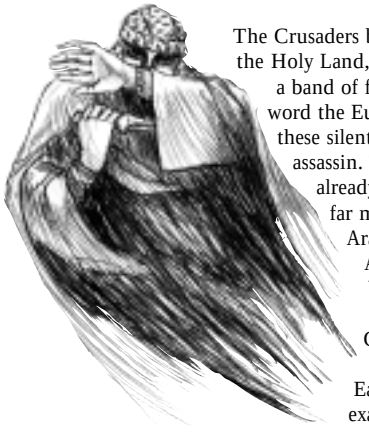
The Sabbat has suffered its own losses, however, and may hardly be said to have the upper hand. Recently, all the Tremere of the Sabbat were destroyed in a great conflagration in Mexico City. Add to this the fact that the Sabbat Malkavians have communicated their terrible madness to their Camarilla and anarch brethren, and the Sabbat no longer has the edge it once did. Both sides suffer from incursions of independent Kindred, particularly the Assamites, who pursue their murderous ways anew. Even the formerly carefree Ravnos have begun to act with greater purpose and malevolence, and some elders wonder if, in dismissing the Deceivers, they have ignored fangs long poised at their throats.

Thus, the World of Darkness decays and crumbles more each night. With less and less to be sure of and many more ominous portents becoming plainly visible, many Kindred wonder what the immediate future holds, and it seems that immortality may not mean much if the end of the world is nigh.

THE CLANS

The following pages introduce the characteristics of each of the 13 great clans of Kindred. At the top of each page is their outlook during the Long Night, or Dark Ages; the bottom of each page presents them as they appear in the modern nights. Some of the Kindred have remained very staid and static since almost a millennia ago, while others have changed radically.…

Assamite



The Crusaders brought back many tales from the Holy Land, some of which concerned a band of fanatical killers. The word the Europeans coined for these silent murderers was assassin. The Cainites, however, already knew of a similar but far more dangerous threat from Araby — the diablerists of Clan Assamite. The vampires of the West had encountered the Assamites long before the Crusaders. Some say that the conquerors who set out for the East — Alexander, for example — were pawns of the Cainites who feared the Assamites. Rumours aside, the Assamites are dreaded for good reason — they seek to better themselves through the practice of diablerie.

The Assamites are feared assassins from lands far to the east. No other clan has earned such a deserved reputation for diablerie, though they also sell their murderous services to other Kindred, acting as contract killers. Some Kindred believe that the Assamites act at the behest of older powers, perhaps preparing to play their part in the Jyhad's final moves.



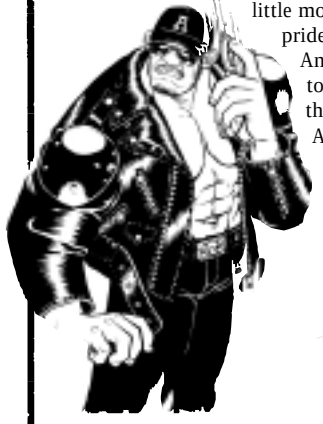
BRUJAH





The Brujah are the ultimate scholar-warriors, always striving toward perfection of mind and body. The elders of the clan can recall the Golden Age and speak wistfully of lost Carthage. Unfortunately, no wound stings worse than a dream denied. The death of Carthage seems to have only increased their rancor, and the other clans' refusal to move beyond the status quo leaves a bitter taste in their mouths. So they fight. They fight the Ventrue for destroying Carthage, they fight the Lasombra for encouraging the status quo, they fight the Tremere for slaying Saulot — the list seems eternal. The Brujah are nothing if not lovers of a cause.

In the modern nights, the Brujah are perceived as little more than spoiled childer who have no sense of pride or history. One of the mainstays of the Great Anarch Revolt, the Brujah were barely brought to heel by the founders of the Camarilla, and the clan as a whole still resents the elders. Although technically members of the Camarilla, the Brujah are the sect's firebrands and agitators, testing the Traditions and rebelling in the name of whatever causes they hold dear. Many Brujah are outright anarchs, defying authority and serving no prince.

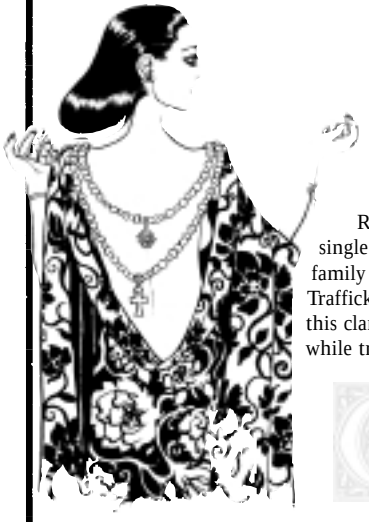


CAPPADOCIANS





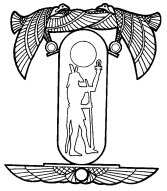
Known among Cainites for millennia as the "Clan of Death," the Cappadocians are shunned even by their brethren for their macabre interests. Still, the secretive nature of the clan has caused as many people to fear them as respect them. In vampiric society, Cappadocians often fill the role of advisor to princes. They are respected for their insight and wisdom and largely trusted due to their lack of interest in earthly power. The clan has recently Embraced a small cabal of necromancers in order to further their studies.



Giovanni

Reviled perhaps more than any other single clan of Kindred, the Giovanni clan is a family of financiers and necromancers. Trafficking in the commodity of souls has given this clan a disproportionate amount of power, while trafficking in world finance has made the clan rich. Soon after becoming a vampire, the Giovanni clan leader destroyed his sire, reinventing the clan in his own image.

Followers of Set





Few vampires would willingly grant hospitality to a Follower of Set, and for good reason. The Setites, as they call themselves, are servants of darkness and corruption incarnate. The clan's ultimate goal is to corrode the ethics away from humanity and Cainites alike, creating a surfeit of slaves for themselves and their dark master. Legends name Set as the clan's founder. Some say Osiris banished Set, while others claim Horus defeated him. In any event, Set swore to re-establish his rule but this time from the darkness. And in his footprints walked his childer.



Originally hailing from Egypt, the serpentine Setites are said to worship the undead vampire-deity Set, serving him in all their efforts. The Setites seem intent on "corrupting" others, enslaving victims in snares of their own weakness, but for what inscrutable purpose, none can guess. Other Kindred despise the Followers of Set, and the clan claims no allies. Inevitably, sin and debasement follow in the Setites' wake, and many Kindred refuse to allow them in their cities.

Gangrel



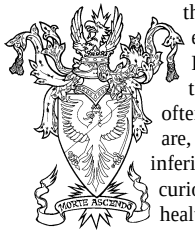


Through the forest nights wander the lonely, nomadic Gangrel. Unlike their brethren, Gangrel spurn the trappings of civilisation, preferring to roam the deep wilds in solitude. The Gangrel is a clan only in the loosest sense; its members tend to be rugged individualists, indifferent to the protocols of either mortal or vampire. Indeed, Gangrel tend to be more comfortable with the creatures of the wilds than with the mortals they were or the vampires they have become.

The night-prowling Gangrel are feral vampires and possess disturbing animalistic tendencies and features. Rarely staying in one place, Gangrel are nomadic wanderers, satisfied only when running alone under the night sky. Distant, aloof and savage, Gangrel are often tragic individuals; although many hate the cities' crowds and constrictions, the presence of hostile werewolves prevents most Gangrel from existing outside their confines.



LASOMBRA



Elegant yet predatory, the Lasombra honestly think of themselves as the apex of Cainite existence. Firm believers in Divine Right and the rule of the superior, they have little patience, though often much pity, for those Cainites who are, through no fault of their own, inferior. The Lasombra character is a curious mix of noblesse oblige and healthy contempt. They actively seek power wherever it may be found, from the halls of the cloisters to the corridors of palaces, yet they do not seek the titles and glory that comes along with rule: Most Lasombra prefer the role of kingmaker to the title of king.



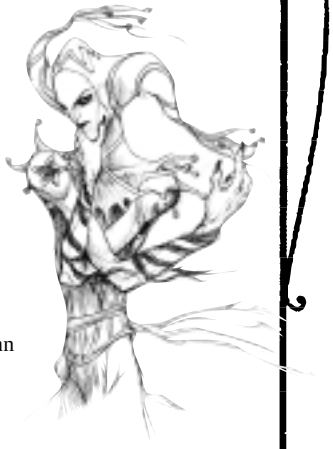


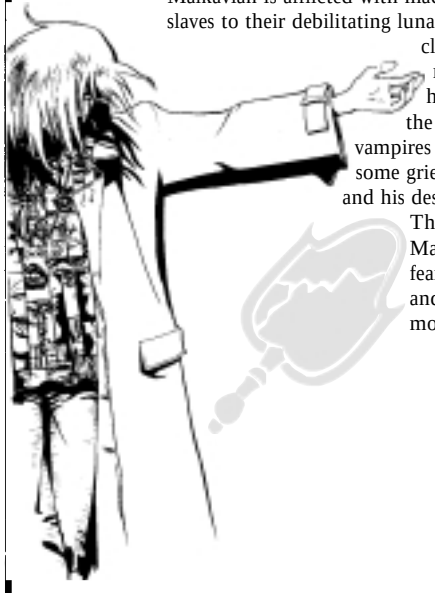
The Lasombra are masters of darkness and shadow. Many Kindred see the Ventrue and Lasombra as twisted reflections of each other. The Lasombra have all but turned their backs on their former nobility; the chaos of Kindred history and the formation of the Sabbat have caused most of them to shun their origins. Now, the Lasombra give themselves wholly over to the damnation of being vampires.

MALKAVIAN



Clan Malkavian seems to be the most incoherent bloodline of vampires. The gently deluded and slavering psychotics are found in equal numbers, and they are but a taste of the diversity characterising this clan. If not for the common trait of insanity, they would scarcely seem a clan at all. But the other clans have no choice but to acknowledge them. Malkavian oracles have been part of vampiric courts for generations, and even the Lasombra and haughty Ventrue, if they seek information, will sup with the Malkavians — with a long spoon. Every member of Clan Malkavian is afflicted with madness, and all are slaves to their debilitating lunacy. The Malkavian clan founder is rumoured to have been one of the most important vampires of old, but in committing some grievous crime, Caine cursed him and his descendants with insanity.



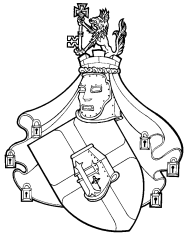


Throughout Cainite history, Malkavians have been alternately feared for their bizarre behaviour and sought out for their even more bizarre insight.

NOSFERATU

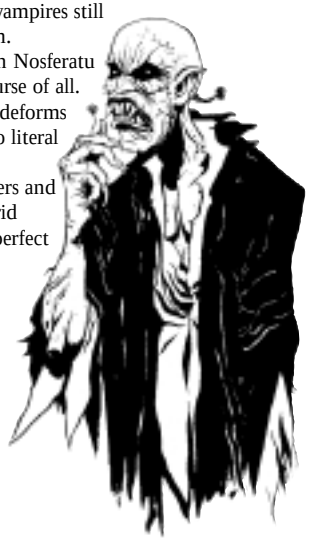


The Nosferatu bear an ancient and terrible curse, for they are no longer made in God's image; the vampiric transformation warps their forms, rendering them abominations in the eyes of men and angels.



Outcast from mortal and vampire society alike, these misshapen horrors haunt the catacombs, wastes and other hidden places of the Dark Medieval world. Recently, as cities have grown, some Nosferatu have ended their exile, but this is relatively uncommon; most other vampires still revile and condemn them.

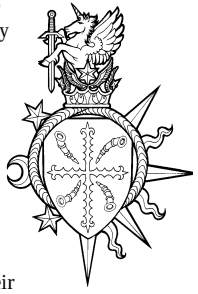
The members of Clan Nosferatu suffer the most visible curse of all. The Embrace hideously deforms them, twisting them into literal monsters. Nosferatu have reputations as information brokers and harvesters of secrets, as their horrid appearances have forced them to perfect their mystical ability to hide, sometimes in plain sight.



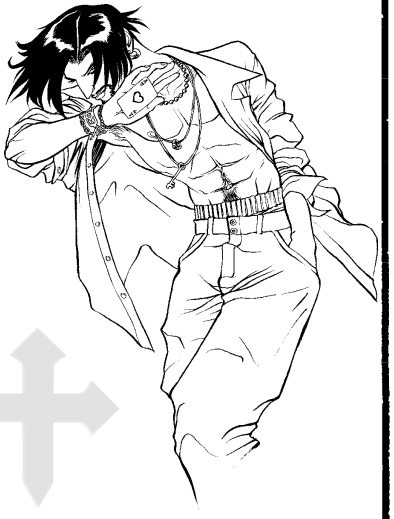
Ravnos



Tramps and thieves, the Ravnos are scattered like chaff on the wind throughout Europe. Every country hosts a few, but where they can be found varies from night to night and whim to whim. Many travel with bands of roving tinkers or other undesirables. It is rare for more than one or two to be found in the same place at the same time, for they are solitary Cainites and prefer audiences and marks to company.



Descendents of the Gypsy Roma and their forebears in India, the Ravnos vampires lead nomadic unlives. The Ravnos are also known for their ability to create amazing illusions, the better with which to trick their marks. Many vampires persecute the Ravnos because of the chaos that follows these Kindred. The Ravnos return the scorn of their peers manyfold, holding other vampires in contempt. Note: The Ravnos Clan does not appear in Vampire: The Masquerade Redemption.



TOREADOR





From their beginning, the Toreador have always been devotees of beauty in all its forms. Beauty means so much more to them, for they devote the entirety of their vampiric senses to it, immersing themselves in the aesthetic. They consider themselves the preservers and guardians of the exquisite, the bearers of the flame of inspiration. Of all the clans, the Toreador are the ones who appreciate most the accomplishments of the human race.

Prodigals of the Kindred, Clan Toreador indulges in excess and degeneracy, all while claiming to maintain patronage of the arts. To a great degree, this patronage is true, as the clan claims many talented artists, musicians, writers, poets and other gifted creators. On the other hand, the clan possesses just as many "poseurs," those who fancy themselves great aesthetes but lack the ability to create at all.



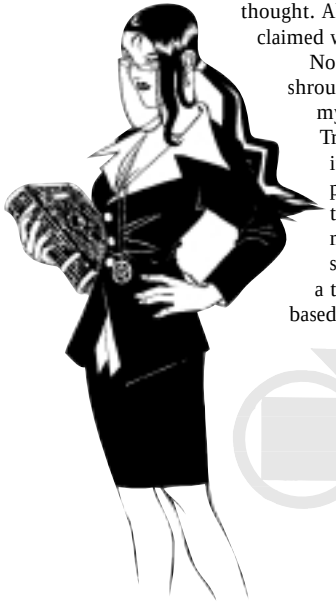
TREMERE



Once a cabal of mortal sorcerers, the Tremere became obsessed with the search for immortality to permit them time enough to perfect their craft for eternity. Their efforts proved fruitful; although it took the deaths of an elder Cainite and many of their apprentices, the cabal achieved eternal life — or so they thought. All they had truly claimed was vampirism.

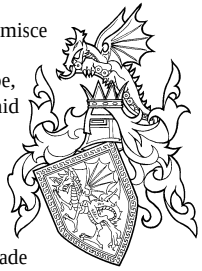


No clan is so shrouded in deliberate mystery as the Tremere. The inventors and practitioners of terrible blood magics, the secretive Tremere hav a tightly knit political structure based on the acquisition of power. Some Kindred claim that the Tremere are not truly vampires at all, but rather mortal wizards who cursed themselves for eternity while studying the secret of immortality.



Tzimisce



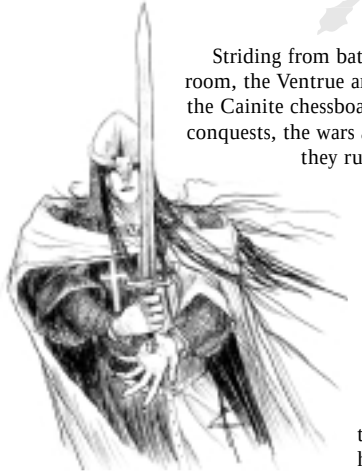


From time immemorial, the Tzimisce have haunted Europe beyond the Elbe. Along the Oder and Danube, through the Pripet Marshes, amid the Carpathian crags stalk the Fiends, each claiming its lair and wrecking a terrible vengeance on intruders. Millennia of defending their holdings from all sides have made Tzimisce extremely vicious, and Tzimisce cruelty is infamous even among vampires.

By the modern nights, the Tzimisce have been uprooted from their Old Country manses and relocated into the clutches of the Sabbat. Clan Tzimisce leads the Sabbat in its rejection of all things human. They practice a "fleshcrafting" Discipline that they use to disfigure their foes and sculpt themselves into beings of terrible beauty.



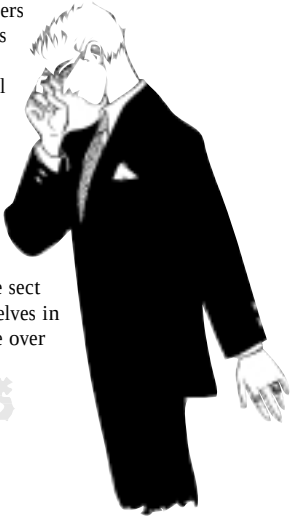
Ventrue



Striding from battlefield to battlefield and throne room to throne room, the Ventrue are the knights and kings of the Cainite chessboard. Theirs are the conquests, the wars and the Crusades; they rule from the manor houses and the throne rooms. Many were conquerors in life and have yet to shake the habit in death, while others achieved success as merchants or moneylenders. All triumphed, however, and as a reward, were taken into Clan Ventrue. There are no failures among the Ventrue, only successes and the fondly remembered dead.



The nominal leaders of the Camarilla, the Ventrue claim to have created and supported the organisation of the sect since its inception. Ventrue Kindred actively involve themselves in the Jyhad, in which they exercise their formidable influence over the doings of the kine. As reluctant aristocracy of the Kindred, the Ventrue atone for their damnation by enforcing the Traditions and the Masquerade.



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The first of our kind was Caine.

Caine, who had slain his brother and was cast from humankind.

Caine, who was cursed with eternal unlife and with terrible lust for blood.

Caine who wandered in the wastes and became lonely.

The father who cursed his children to join him in Eternal night.

Thirteen clans inherited the earth and made war upon each other.

When you are a vampire, the hunger is all consuming.

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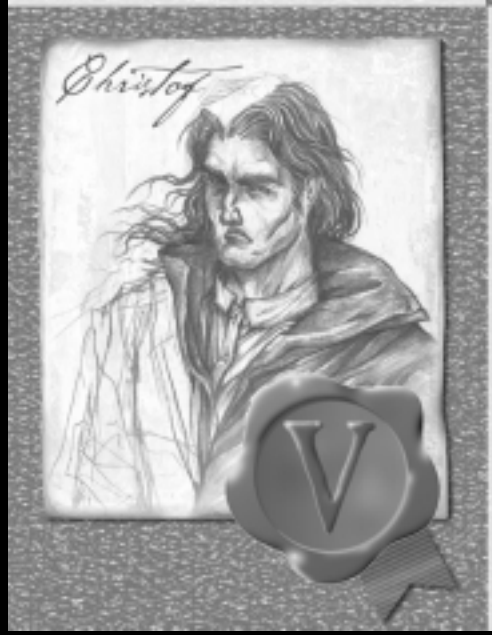
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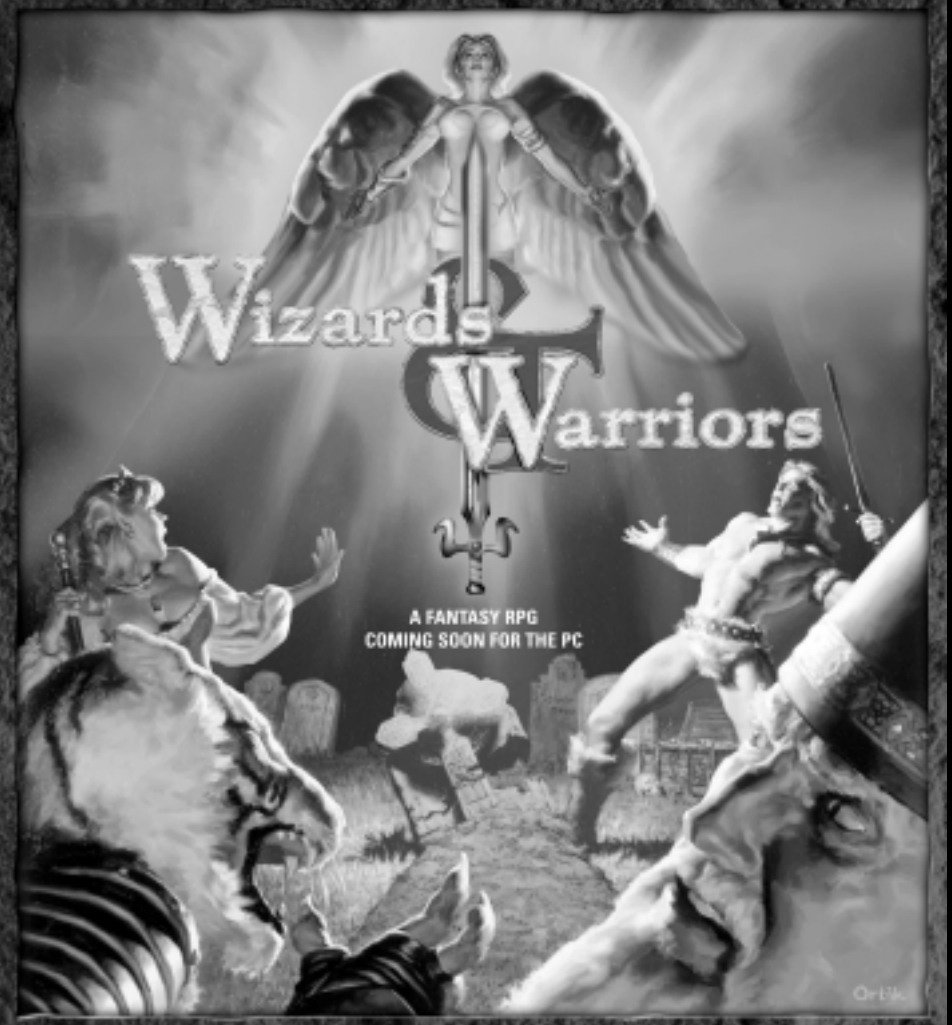
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